

FLIP ME OVER FOR WHAT'S INSIDE!
OFFICIAL!
THE UK'S BEST-SELLING N64 MAGAZINE
N64
NEW!
FIRST EVER PICTURES!
Rare's Jet Force Gemini
MAGAZINE
GAMES GALORE!
Link and Banjo lead the all-new attack at E3!
THE STREET FIGHTERS RETURN!
Capcom finally unveil their N64 games
OVER 30 PAGES OF TIPS!
Including:
FORSAKEN
Beat the game the hard way? We show you how!
WCW vs NWO
All you need to know about Yankee grappling!
WORLD CUP '98
One name on the cup – yours! With the help of our devious cheats
QUAKE 64
Part two of our guide to all the secret areas
PLUS!
JAPANESE AND U.S. NEWS AND REVIEWS!
POCKET MONSTERS STADIUM
BOMBERMAN HERO
Future PUBLISHING
Your Guarantee Of Value
9 771367 595003 07
JULY 1998
£2.95
ISSUE 17

HOW N64 MAGAZINE WORKS

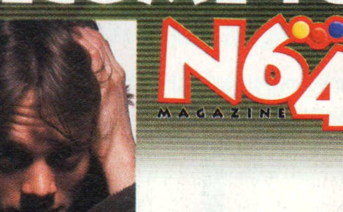
N64 Magazine is Britain's best selling Nintendo 64 mag. Here's why:

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!

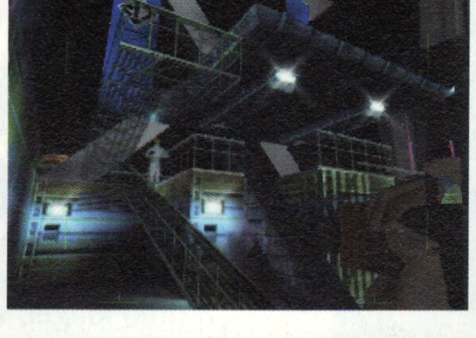


WELCOME TO N64 MAGAZINE



GoldenEye 2 on the bag. Nothing in the mag. Odd.





Have we conned you? Of course not. The fact that the men in charge of licensing *Tomorrow Never Dies* chose to sell it to EA rather than Rare, is not one we should be *that* upset about, but it does give us a problem when we refer to the sequel. Yes it's 'GoldenEye 2', in the sense that it builds on the original game's graphics engine and yes, it's the sequel, in that it will involve a similar mix of shooting, stealth and tactics. However, with the licence pulled from under their feet, Rare have had no option but to opt for a completely new character and a wholly original storyline. You can read all about the results – *Perfect Dark* is its name – out there on page 40. We're very excited about it.

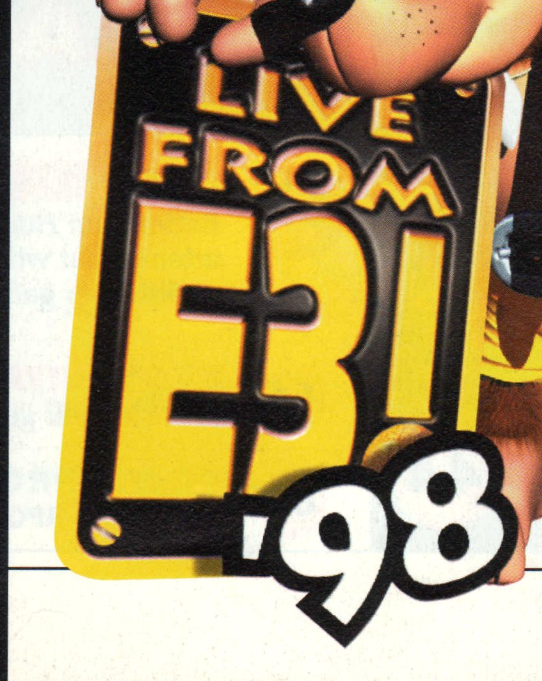
Talking of excitement, Rare's other mystery game was also unveiled this month. Not a beat-'em-up, and not a '*Gran Turismo* killer' as lame Internet rumours might have had some believe, *Jet Force Gemini* is a kind of third-person blast-'em-up with graphics not seen this side of heaven. Rare haven't deluged the world with screenshots, but all those in existence are printed just over the page.

Tim's exhausted of course. We made him take a laptop computer and modem to E3, the world's biggest video games trade show held annually out in Atlanta, USA. While the rest of the world's gaming fraternity were dancing the night away at lavish evening parties, Tim was holed up in his hotel room, e-mailing us reports of all the games he'd played. We've managed to cover nearly every game shown in Atlanta, as well as all the major news stories that the three days threw up. Tim has since set a new world record for 'most consecutive hours of sleep.' He's dreaming of *Zelda*, though.

Don't worry about this month's short review section. The games drought is over as from next month, when *Banjo-Kazooie* rolls into town. As I write this, a finished pre-production copy of the game sits innocently on my faux teak desk. We *could* have cobbled together a half-baked, last minute review for this issue but we want a good couple of weeks with the game before we deliver our verdict. Our review will arrive on the 15th of July, just about the time of the PAL release. If you can't wait that long for a look at the game, rush to page 32 right now.

Enjoy the issue!

JAMES ASHTON
EDITOR



GO! GO!



CONTENTS

N64 Magazine FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6



N64 Magazine HOW TO...

Guides to ease you through life.

Starts on page 70

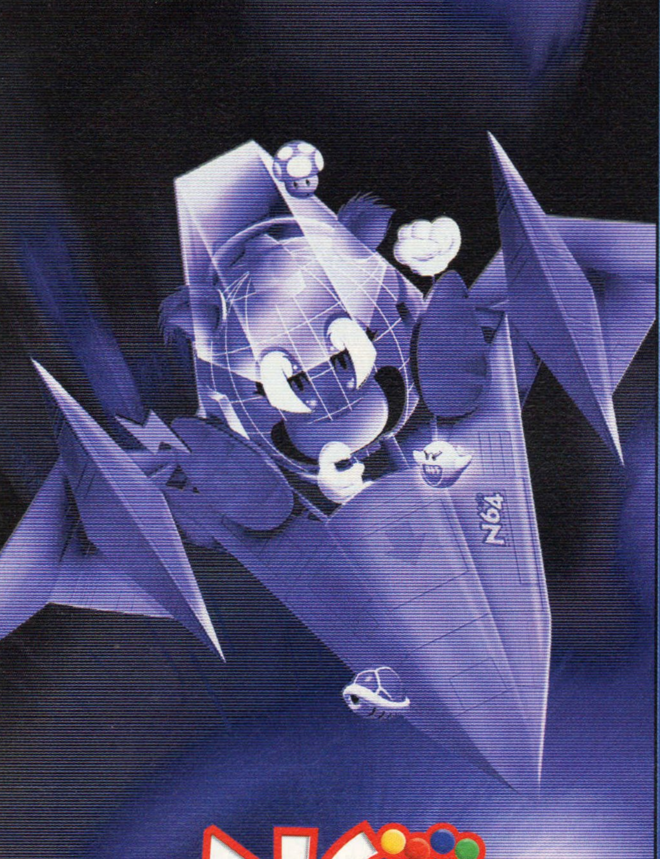


PLANET 64

NINTENDO 64 NEWS CENTRE

Starts on page 12

REGULARS



N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

WANT MORE NEW GAMES?



This month we're brimming over with new games. Check out previews on page 16, two Special Investigations starting on page 32 and our packed E3 report on page 44. GO! GO!

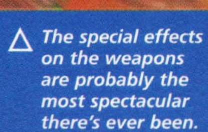


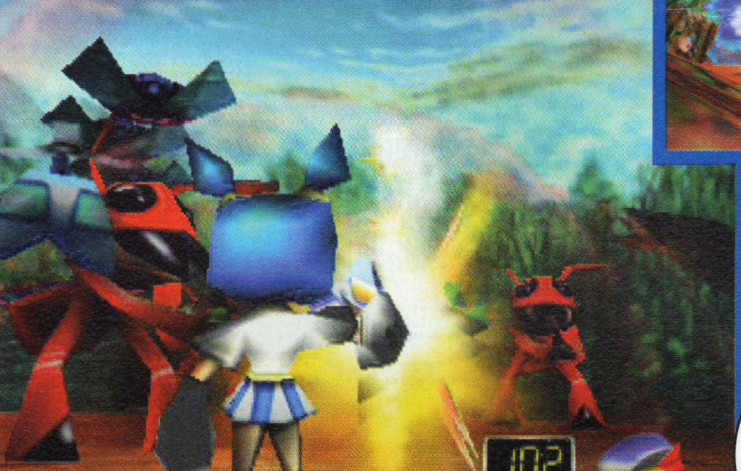


△ Pretty explosions, and enemies being ripped to pieces. Cute pigtails, too.

A quiet moment in a mystic stone circle. Reminds us of Glastonbury. ▷

▽ Giant ants are just one of scores of different breeds of Mizar's aliens.





△ The special effects on the weapons are probably the most spectacular there's ever been.

FIRST PICS!

JET FORCE





△ Is Lupus a big scary breed of dog, or an evil little yappy poodle-type thing?

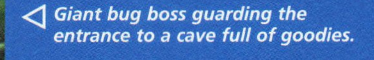
◁ Different kinds of ants respond best to different kinds of weapons.



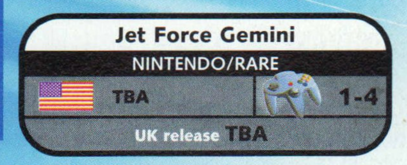

Look at that! Reflections and shadows are razor sharp and very realistic.

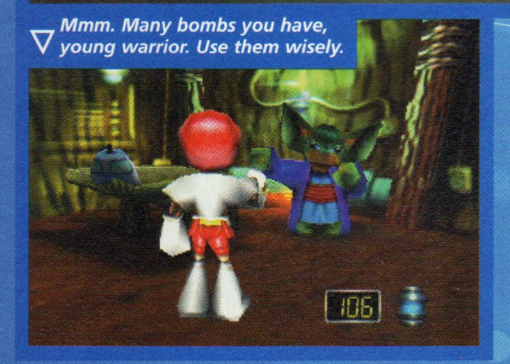





Giant bug boss guarding the entrance to a cave full of goodies.


Remember the country code, and put that fire out, young man. Tsk.




Mmm. Many bombs you have, young warrior. Use them wisely.

After reinventing the racing game with *Diddy Kong Racing,* and the first-person shooter with *GoldenEye*, Rare have now turned their considerable talent to redefining the traditional shoot-'em-up. *Jet Force Gemini*, their eagerly anticipated secret project, contains all of the weapons, power-ups and swarming enemy waves of classic SNES games like *Contra* and *Axelay*, but moves the action into a *Mario*-style 3D world.

The game features three characters, Juno, Vela and Lupus (a boy, a girl and a dog), each of whom have different abilities and weapons. Switching between the characters at the right moment is essential, as there will be certain areas that can only be reached by a particular team member. Presumably Lupus will be used to sniff out secrets and squeeze through small gaps, but Rare are remaining tight-lipped about whether he will fight enemies by biting their ankles. Two players can work together on the same screen, co-operating to defeat the evil intergalactic tyrant Mizar, or four players can battle it out in a split-screen game of hide-and-seek (and kill), in the specially designed deathmatch levels, using all of the extravagant power-ups from the story mode.

GEMINI

no ordinary shoot-'em-up


Lupus again. Likely to be the first character to get accidentally lynched in a multiplayer deathmatch. Yip yip! Yap! Bang!

It's not all shooting though. There will be secret areas and hidden bonuses to locate, and plenty of tricky puzzles to solve. The levels contain a mixture of action sequences and places where stealthy creeping around is the best way to survive. Robotic drones can be collected and used to scout for enemy camps, so you don't have to risk losing one of the team members, and the weather can change in an instant, forcing you to alter your tactics and rethink your battle plan.

...the graphics are absolutely incredible... Some startlingly realistic light sourcing is used to simulate effects like searchlights

As you'd expect from Rare, the graphics are absolutely incredible. Using their very latest 3D engine, *Jet Force Gemini* is a visual feast, one of the next generation of N64 games that includes the likes of *Perfect Dark*, *Zelda* and *Rogue Squadron*. Some startlingly realistic light sourcing is used to simulate effects like searchlights and camp fires, casting accurate reflections and shadows. And of course, there will be cut sequences and an orchestral soundtrack to give the game a real cinematic feel.

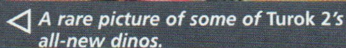
If everything goes according to Rare's master plan, *Jet Force Gemini* will do for shoot-'em-ups what *Mario 64* did for platform games. A mouth-watering prospect indeed.

TO BE CONTINUED... We'll be badgering Rare for more info on *JFG* at every opportunity. When we get it, you'll be the first to know.

ACCLAIM'S DINO DESTROYER RETURNS FOR SECOND HELPINGS!







◁ A rare picture of some of Turok 2's all-new dinos.

Spooky interiors, ahoy! Look at that lovely light sourcing casting shadows on the hall floor. ▷







△ "We've really got carts licked," said an Iguana spokesman.

Even the water effects have been spruced up somewhat. ▽

PLAYED IT!

TUROK
return to the rok

A year on from *Turok*'s dazzling debut on the N64, things have changed a bit. Then, consoles had never experienced a first-person shoot-'em-up as different, or realistic. With its polygonal dinosaurs, sweaty jungles and awesome, screen-shaking weapons, *Turok* marked a new era in *Doom* games. Then, *GoldenEye* arrived on the scene.

Bettering *Turok* was quite an achievement for Rare and, in fact, they bettered it by a long, long way, not least through the game's use of enemy AI, attention to the minutest detail and a network-defying four-way deathmatch set-up. *GoldenEye* was everything that *Turok* was and five times more. Now though, Iguana have returned, their prehistoric hunter in tow, for another stab at first-person supremacy.

The only slightly disappointing news is that currently, the developers are only releasing location shots, explaining why the pictures you see around this page are fairly static and free from exciting goings-on. However, it's worth remembering that these shots are taken *in-game* and give a good idea of the game's intricacy, particularly on the first level, The Port of Adia, where you'll rightly marvel at the double statued centrepiece.

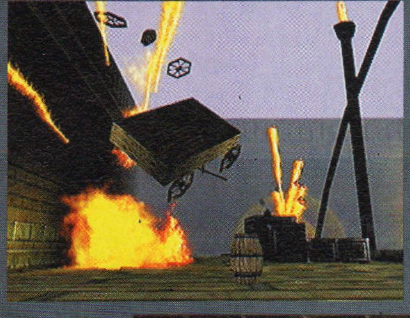
Turok 2 has eight levels, like the first game, but there's the promise that each one will be bigger and harder. The sequel concentrates less on precision platform jumping (a good thing in the light of level three of the original which was, frankly, ludicrous) and more on puzzle-solving. Indeed, the game requires you to search every inch of its landscapes in order to progress, which may mean some back-tracking in places. Fear not, though. The game is intelligently structured like the first, so you *shouldn't* – if you do the necessary leg work – have to do any going-back-and-looking. This time round, you don't only have to seek out keys, either. Each level is divided up into sub-sections, and separated by barriers. In order to open these, you need to find either a key, a talisman or a specific weapon.

Ah, and those weapons. Such was the furore surrounding inventions like the Sellafield-style Fusion Cannon in the first game, that Iguana have, unsurprisingly, gone to town on those in *Turok 2*. But, they won't be drawn into describing them specifically. Only that the 14 in the original have been upped to 25 in the sequel, some of which will be more specific for different areas of the game. Meaning what? Meaning, for example, there'll be special 'underwater' weapons for the beneath surface sections of *Turok 2*. Digging deep, though, **N64** did manage to discover that they include 'Proximity Fragmentation Mines', two different grenade launchers and a spiked knuckleduster. Sounds nice, eh?

And there'll be blood. Enter the first level and you'll be presented with livestock corpses strewn across the floor. Move further on in and the walls of the city are smeared with blood. Fire an arrow at an oncoming enemy, catch them in the leg or chest, and they'll fight on regardless, blood spilling all over the shop and arrow still embedded in their body. Gun down an enemy and, if they're still alive, they'll struggle towards you on the ground, leaving blood trails behind. And bear in mind that there're now 45 types of enemy to kill too.

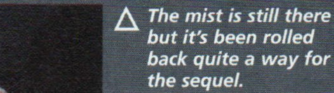
But, that's all cosmetic. Perhaps the most significant change for *Turok 2* comes in its four-player deathmatch. Beating *GoldenEye* at its own game, Iguana admit, is difficult, but they've some interesting new ideas. Firstly, there's the Hunt mode, which teams three players against a single





◁ Yep, more carts. Exploding ones this time, though.

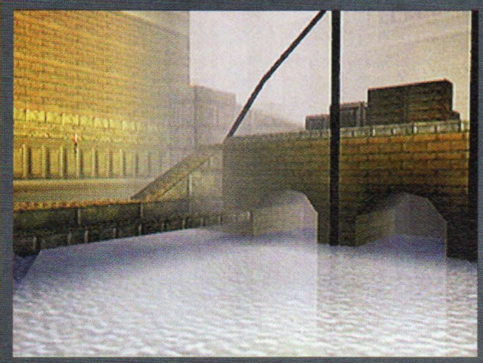
All too nice for words. Could do with some dino viscera on the walls, mind. ▽

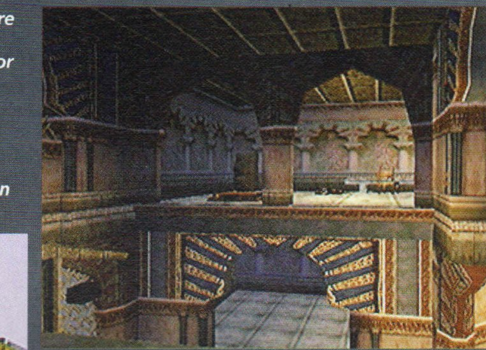


△ The mist is still there but it's been rolled back quite a way for the sequel.

◁ One of the dino's making an E3 appearance.

▽ Time to get in via an alternative route.



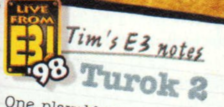


other. The idea is for the threesome (who are armed) to hunt down the unarmed single player before he reaches a 'safe spot'. Once he's reached this 'safe spot', he becomes armed and one of the others becomes the hunted.

Secondly, there's the more straightforward Bloodlust mode, where players compete against each other to the death. However, *Turok 2*'s environments differ quite significantly from *GoldenEye*'s, especially as players can jump between platforms, drop down holes in the floor and swim underwater between locations. Lastly, there's the Team mode, where all four players join forces and battle Primagen's armies. (Primagen, by the way, is Turok's new mortal enemy, awoken from his below-the-ground spacecraft by a discarded Chronosceptor piece.) Selectable characters include Turok, his new friend Pur-Linn and, best of all, a selection of dinosaurs, including the tooth-friendly Raptors.

Iguana are promising big things, then; bigger than *Turok* and bigger than anything yet seen on the N64. That's according to them, mind. But certainly, by the sounds of things, *GoldenEye* may have finally met its match. More post-E3...

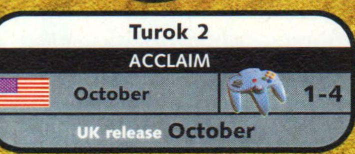
2



Tim's E3 notes

Turok 2

One playable level (the second) and one boss which was fantastic – thin pink tubes hanging from the ceiling, pulsating and producing baby aliens. Great sniper mode (like MDK's) – you can zoom in so close to an enemy you can make out the colour of his skin. Fantastic!



Turok 2	
ACCLAIM	
October	1-4
UK release October	

TO BE CONTINUED... First shots of *Turok*'s new characters and enemies should appear after E3. We'll have a full report if they do.

A FIRST PLAY OF INFOGRAMES' HUGE, NEW SPACE ADVENTURE

We've had our beady N64 eye on *Space Circus* for a couple of issues now. In development at Infogrames' Lyons base for something approaching three years, it's a game that's looked consistently interesting in every single screenshot we've seen. When given the opportunity to see it for ourselves and speak to the programmers, we jumped at the chance.

Based on a very strange storyline indeed, *Space Circus* consists of seven massive 3D worlds in desperate need of exploration. Your lead character, Starshot, is a genetically engineered space soldier, thrown out of the Starcrusher Corps for not being as warped a psychotic as his fellow troops. Exiled from the army, Starshot still has the ability to divert comets by 'thoughtpower', and he fires them at will at whomever he likes.

Eh? Look, they're programmers. Indulge them with their storylines. What it basically boils down to is that Starshot can fire lightening bolts from his hand, and once lauched, he – you – can control their flight with the analogue stick. The lighting effects on the bolts are superb, and the fun of directing it as it flies off into the distance is even better than aiming your tongue in *Chameleon Twist*.

Accompanying Starshot in his adventures are a little robot called Willfall, who acts as an interpreter, and a rocket called Willfly who Starshot can cling onto to fly around the levels. As far as the other game characters go, 'strange' is definitely the order of the day, with giant walking bushes, a fat general called Killkill, and Super Sponge being some of the least eccentric!

They aren't blue horns on his head, they're a crazy hair style. Yes.

Starshot surveys the scene from the top of one of the jungle huts. At least it's safe up there.



Lovely detail in this homely environment. Even the table has little feet, look.

The most impressive thing about *Space Circus* was the brilliance of its graphics and 3D engine. In all of the seven worlds you can see for miles into the distance, and pop-up and misting have been almost completely eliminated. Admittedly, at times, it was quite difficult to keep Starshot in full view of the game's camera, mainly because some of the areas in the worlds were so varied. The idea is that when the game's finished, it'll be largely up to the

...you can see for miles, pop-up and misting have been almost completely eliminated.

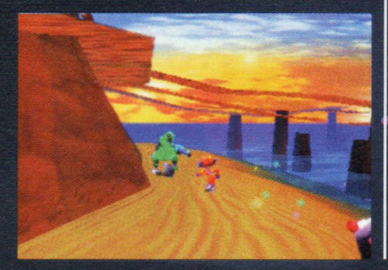
SPACE CI

Play amongst the stars

Scattered throughout *Space Circus*'s seven worlds are fuel icons. Collect enough of these, and the Space Circus is able to fly on to find new worlds. What this means is that the game can be completed in the order *you* chose, rather than in a strict level-by-level order.

Tensuns

Places to go: A holiday planet favoured by tourists because of its, er, ten suns.
People to meet: Giant sharks, and Quatroblue the aggressive toddler who hates having his sandcastles crushed.



Killer Expo

Places to go: A trade fair for the Universe's weapons manufacturers. If it kills or hurts people, it's on sale here.
People to see: Lunatic generals and three metre high robot soldiers.



Primitron

Places to go: A stone age theme park where the locals appear primitive but have all mod cons carefully hidden from the gawping tourists.
People to see: Killer walking bushes and imitation Tarzans.



Ultimacrash

Places to go: A Bermuda triangle of space wrecks and the ghosts of the astronauts who died there.
People to see: The Jaw Phantom's nice but your ultimate objective is the ghost of Leika – the first dog in space.



player to control the camera with a combination of Z Trigger, analogue and C-buttons. However, to really compete with the likes of *Banjo*, it needs a little tweakage – maybe just a reconfiguration of the buttons. At the moment, it's a little bit fiddly.

As you can see from the box below, *Space Circus* is packed with all-new and smileworthy ideas. The version we played was one of the very first on the N64, and really only gave a feel of what it was like to walk around the levels and gaze in admiration at the superb graphics. We're really looking forward to the first proper playable version, though, which hopefully we can look at towards the end of the summer.

Until then, feast your eyes on this.

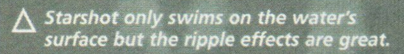
The story so far...

The Space Circus is broke and the bank is on its back. As an inter-stellar travelling circus based in a large round spaceship, the only way it can pay off its debts is to get some new acts and attract some bigger crowds. Which is where you and Starshot come in.

Starshot and friends are sent down from the Circus to battle their way through seven different worlds. The aim on each is to capture a new exhibit – from the only malfunctioning machine on Technomum to the last remaining human on earth. One of the many complications is that the Space Circus's deadly rival the Virtua Circus is also on the look out for new acts. If Starshot is to succeed, he must make sure that only the Space Circus ends up with the new freaks.







△ *Starshot only swims on the water's surface but the ripple effects are great.*



The starting area in Tensuns. The game's camera can zoom out for miles. ▷

PLAYED IT!

RCUS
clown jewel

Space Circus	
INFOGRAMES/OCEAN	
October	1
US release October	

Earth

Places to go: *It's earth, but the Martians have invaded and destroyed it. A grim ruin is all that's left to see.*
People to see: *Watch out! The Martians are still about. But one last human survives and you'll have to find him.*



Technomum

Places to go: *On Technomum every machine operates perfectly, and there's a machine to do everything.*
People to see: *You really should find the one malfunctioning machine left on the planet.*



Virtua Circus

Places to go: *For your final sideshow freak, you'll need to visit your arch-enemy, the Virtua Circus itself.*
People to meet: *The Virtua Robot is far more aggressive than even its evil designers intended.*



TO BE CONTINUED... We'll be updating you on *Space Circus*'s progress over the summer.





N64 MAGAZINE
30 Monmouth Street, Bath, BA1 2BW, UK
Telephone 01225 442244

Issue 17 July 1998

Editor James Ashton
Art Editor Wil Overton
Deputy Editor Tim Weaver
Production Editor Andrea Ball
Staff Writer Martin Kitts
Designer Paul Jarrold

US Correspondent Doug Perry
Tokyo Desk Max Everingham
Contributors Steve Owen, Andrew Collins Daniel Glenfield & James Blackwell.

Advertising Manager Jo Pagett

Classified Advertising Tarik Browne
International licensing enquiries Chris Power
Tel 01225 442244 Fax 01225 446019
E-mail cpower@futurenet.co.uk
Group Production Manager Judith Green
Production Manager Glenda Skidmore
Production Co-ordinator Pete Travers
Print Services Co-ordinator Jeremy Fisher
Print Services Manager Matthew Parker
Promotions Manager Gil Stevenson

Publisher Alison Morton
Publishing Director Jane Ingham
Managing Director Greg Ingham

Fax (editorial) 01225 732275
Fax (advertising) 01225 732282
E-mail n64@futurenet.co.uk

Annual subscription UK £35.40
Europe £43.40
Rest of the World £53.40
Telephone 01225 822511
Printed in the UK



This issue on sale 18th June
Next issue on sale 15th July

Bright lights big city

LIVE FROM E3! '98

May 27th saw the return of the biggest video games show on Earth. And N64 was right at the front of the queue...

Dazzlingly bright, ear-bleedingly loud and horrendously busy, the Electronics Entertainment Expo, E3, once again threw up some fantastic surprises on the N64 this year, not least in the shape of Nintendo's own 1998 line-up.

The show, filling out the main show hall in the Georgia World Congress Centre in Atlanta (plus the East Hall *and* Georgia Dome – both unbelievably huge buildings in their own right), was also encouraging as far as third-party software went, with Acclaim's *Turok 2* and *Shadowman*, Konami's *Hybrid Heaven*, Video System's *F1 World Grand Prix* and Infogrames' *V-Rally 64*, particularly worthy of note.

On the first day, Thursday May 27th, it was impossible to get *near* a copy of *Zelda 64*. People crowded round the 10 playable screens (too few in retrospect) with crowds sometimes as much as six or seven deep. But, on the second day, the crowds thinned out and N64 spent almost an hour in the company of the machine's most awaited game. And, as we'd all hoped, it's utterly, *utterly* stunning.

Equally, *F-Zero X* is going to be brilliant. It doesn't actually *look* that spectacular (much was made of this at the show by doubting on-lookers) but it plays beautifully. The tracks are creatively breathtaking and it's simply the fastest game we've ever seen. And then there was *Perfect Dark*. Only showing on video, it was hard to believe the *GoldenEye* follow-up was running off an N64. It looked so magnificent (some of the level detail was like nothing we've ever seen) that you'd be forgiven for thinking it a 3dFX game. *Twelve Tales: Conker 64* is also worth a mention, although it didn't quite have the same impact as its counterparts.

It was hard to believe the GoldenEye follow-up was running on an N64.

Up and on, we got a very first behind-closed-doors tour of *Turok 2: Seeds of Evil* from Project Manager David Dienstbier. There was only one





SHORT CUTS

TV GAMING

French games giant Infogrames, owners of Ocean, have teamed up with Europe's leading digital broadcaster, Canal +, to launch a TV channel devoted exclusively to the world of video games. Whilst the thought of a bunch of hyperactive French Dexter Fletcher-alikes bounding around your screen morning noon and night might not fill you with anticipation, the fact that a digital TV company and a games publisher are teaming up, could well be the first step towards buying your games via interactive TV.

FOXY KONG

The Fox Kids Network is showing a new computer animated Donkey Kong cartoon, featuring characters from the SNES games. It's on weekdays at 3:30pm, and if anyone can actually get Fox Kids Network, please let us know what it's like. We're dying to know.

PAUL'S PLANT

The office greenery received an added boost this month, and sprouted nearly three extra leaves, thanks to Anthony Jones from Wrexham. He thoughtfully sent in a fertiliser tablet for Paul's plant. At least, we think it was fertiliser...

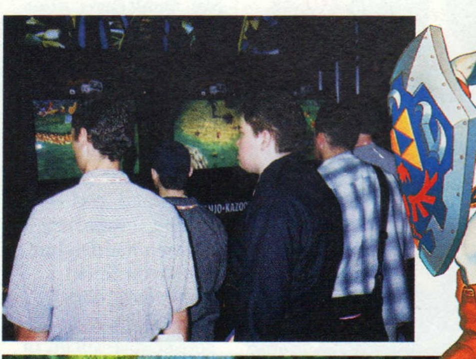
ghts,

Capcom Confirm!

But it's not quite what we hoped for...

Behind the most locked of closed doors at Capcom's zombie-filled E3 stand, R&D Manager Yoshiki Okamoto finally confirmed that the makers of *Resident Evil*, *Street Fighter* and *Mega Man* would, in fact, be doing... a Disney *Tetris* game! Oh.

Strangely, the decision *not* to do one of their better known games on Nintendo's machine was put down to the fact that the company felt people associated them a little too much with the violent games of their past. So, instead, they've decided that a cuter Disney-licensed *Tetris* game would go down a treat. Except, of course, the N64 has more 'cheerful' games than any other console so, instead, it could have probably done with something *like Resident Evil*. Bill Gardner, Capcom's US President, said: "I'm praying that this game will arrive by the end of 1998." However, they did confirm the existence of a 64DD game, though wouldn't be drawn on what it was. Surprising, that. Or not as the case maybe.



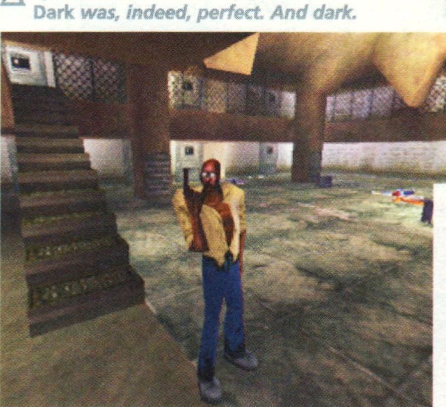


Jet Force Gemini... Made up about five seconds of Nintendo's E3 video.

Quake II *on the PC? Take note. Perfect* Dark *was, indeed, perfect. And dark.*



Shigsy and Takashi Tezuka, the creator of Yoshi's Story, met up with Tim for a drink. (Note: This is a lie.)



Shadowman. *Could be the third-party game to watch.*



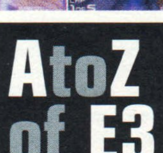
LIVE FROM E3 '98 Tim's E3 notes

Look out for Tim's note book dotted throughout the issue. It'll give you his first impressions of all the games that he saw.

playable level, which was fairly similar to the first game's look, but environments further on in looked fabulous. *Shadowman* also surprised with its moody looks and originality (including a great section set on the London underground). Both games could run into some censorship issues, mind.

The most heartwarming news? 1998 could be the end of the N64's racing game worries. *F1 World Grand Prix* looked amazingly detailed – even better than Psygnosis' PlayStation *F1* game – and played brilliantly with some interesting side features, whilst *V-Rally 64* – with only one playable track – very nearly blew us away. Fast, crisp, detailed and the physics of the cars were superb. Oh, and *Top Gear Overdrive* didn't look shabby either.

On video, *Hybrid Heaven* still looked as gorgeous as ever (look out for more on this next month), *Wipeout 64* and *Quake II* played promisingly but looked early, Ubi Soft's *S.C.A.R.S* could be interesting and *Rogue Squadron* – LucasArts' newest Star Wars venture – was received well but, strangely, we didn't really like it. Still, we'll give it the benefit of the doubt, seeming it was only about 30% complete. Phew.



AtoZ of E3

For a complete rundown on the N64 games at E3 turn to our special report on page 44.









SNAP HAPPY

The Game Boy Pocket Camera and Printer have been confirmed! Nintendo have set a UK release date of July 10th (three days before Tim's birthday, by the way) for the fantastic add-ons that have sold more than 500,000 units in Japan. The camera will retail for £39.99 and the printer £49.99. Snap it up! Geddit? Right. We'll probably leave it there, then.



64DDELAYED

Howard Lincoln, speaking at Nintendo's pre-E3 press conference, wasn't entirely convincing in his portrayal of the state of the 64DD. Asked whether it would be launched in America this year, Howie said it was unlikely due to the hardware having a lack of "compelling software". Could it be that we won't see the machine in Japan this year, either? Hmm, we rather think so.

FANZINE FARM

Owing to Tim wibbling on about how great America was, Fanzine Farm has been temporarily put out to grass this month. It will return next month so keep sending in those fanzines.

Mario goes to the movies

Take-a five, peeps. It's a wrap!

Remember the last time Nintendo went to Hollywood? The sets were hand-me-downs from Blade Runner, Yoshi looked like an escapee from Jurassic Park, and gritty cockney hardman Bob Hoskins struggled manfully to portray the world's favourite cute cartoon plumber. We shudder at the memory.

Unperturbed, the Big N has returned to dip its toe in the murky waters of the biz they call show. This time they're the cunning product placement sponsors of a trendy new British comedy, Virtual Sexuality, scripted by Nick Fisher (controversial agony uncle from J17), and starring Laura Fraser (soon to be featured on the cover of every men's magazine in the known universe).

Based on a novel by Cloe Rayban, Virtual Sexuality is the tale of a teenage girl, Justine, who accidentally creates a male version of herself in a virtual reality makeover machine at a computer show. Her hunky alter-ego, Jake, must then learn how to behave like a man, negotiating such everyday laddish hazards as dating, bragging and public urinal etiquette. Along the way, Justine must help Jake evade the clutches of the evil Narcissus Corporation (who want to study him for profit) and the predatory, man-eating 'Hoover' (who wants to use him for altogether more corporeal purposes). The film is said to resemble a cross between Weird Science and a Britpop version of Clueless, and will, according to Colombia's PR department, have a similar distribution to the last Bond film.

Where Nintendo fit in is by sponsoring a stand at the aforementioned computer show, and supplying no less a celebrity than Mario himself for a bit of meet-and-greet in some of the crowd scenes. **N64**, hoping to secure an interview and a big hug with the cuddly plumber, sneaked into Elstree studios in London, where filming was drawing to a close. Star-struck and awe-inspired after spotting celebrities such as Kira's boyfriend from This Life and Fitz's son from Cracker, we experienced a distinct dizzy spell when we heard the rumour that A-list celluloid luminary *Kenneth Brannagh* was shooting a war film next door. Strong black coffee (just like Bobby De Niro drinks) brought us back to our senses, and after stalking Laura Fraser for a while, we eventually found our way to the deserted Nintendo stand. Remembering our mission, we waited for the great man to show up. And waited. And waited...

Laura Fraser in previous film, Small Faces. Keep an eye out for her, she should be all over your newsagents very soon.

As it turned out, Mario had got himself hopelessly lost on the underground, and was last seen somewhere between Paddington and Baker Street, completing his nineteenth consecutive circuit of the Circle line. **N64** returned to Bath sadly unhugged, but we were assured that Mario would be rescued in time to be included in the film's final edit. It's certainly encouraging to see Nintendo getting involved with something fashionable, proving that Sony doesn't have a monopoly on video game cool.

The film is due for release in November, and is expected to carry a 15 certificate. 

New Goods

Mystic converter carts and designer steering wheels.

N64 Passport

Visions • £32 • 0113 2613424

The N64 Passport is a lot smarter than the average converter cart. Using a code system almost identical to Datel's Action Replay, it is (apparently) possible to play any game from any territory on any N64 system. The codes are supposed to be able to bypass any forthcoming protection system that Nintendo can come up with, and it did indeed run *1080° Snowboarding* with ease on our PAL machine. New codes will be posted on the Internet whenever a new game is released, and we'll let you know whether it actually works when we get our copies of *F-Zero X* and *Zelda* in.

It's well made and commendably easy to use. To quote from N64 Passport's instruction booklet: "Press the JOYPAD in any key then switch on the electric power, when pass by the PASSPORT SCREEN it will appear the driven menu of the PASSPORT. When success you wanted the games with cheat code, next time you want the same game you don't need to select the cheat code again." Simplicity itself!

84%

ASCIIWheel 64

ASCII • £TBC • 01273 821104

ASCII's cute and compact steering wheel has a trendy cutaway design and actually folds down flat, which is a novel feature. It also has no pedals, using the redefinable buttons all over the wheel to control acceleration and braking, and consequently is likely to be the cheapest model on the market when it hits the UK in September. It's got a nice smooth analogue action, it's good for *Top Gear Rally*, useless for *Mario Kart*, and most importantly, it'll look rather stylish sitting next to your N64, colour coordinating in a charcoal grey sort of way. Worth a look, assuming it weighs in at under £40, but the standard Nintendo controller still rules the roost as far as we're concerned.

75%



RETROWORLD
with Jason Moore

The biggest growth area in the whole retro scene at the moment is the incredible popularity of Nintendo's Game & Watch series. This has now spread to cover any electronic handheld video game, though it's the ones from the late '70s and early '80s which hold the most interest. The story starts with a game by Waco, released in the USA in 1972, it was basically a light up version of tic-tac-toe. Things were slow to move on, but by 1978, large companies like Palitoy, Mattel and Tomy realised there was big money to be made replicating the thrills of the arcade, in affordable pocket-sized portions. This months Retroworld is dedicated to some of my favourite LED handhelds.

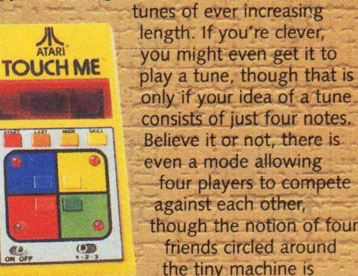
GALAXIAN – BANDAI

To the darkened retrogamer, there isn't much cooler in life than a decent LED handheld actually licensed from the arcade. *Galaxian* is one such beast, and has to be one of the most playable table tops of the early eighties. Bright colours and loud sound accentuate the familiar shoot-em-up action. Compared to the more common invader *1000*, *Galaxian*'s greatest competitor, Bandai's machine offers four lanes of aliens – a vital factor. A smart, well designed unit, that will take hours to finish, what more could you need?

RETRORATING: 81%

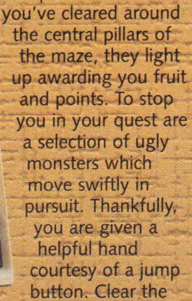
TOUCH ME – ATARI

Atari may have been a leading light in the console world, but back in 1979, they had difficulty competing in the handheld market. *Touch Me*, one of the only Atari handhelds to be released in Europe, looks a bit like a calculator for the visually impaired. The game on offer is a variation on MB's Simon, simply copy the LED lights and dull tones, repeating tunes of ever increasing length. If you're clever, you might even get it to play a tune, though that is only if your idea of a tune consists of just four notes. Believe it or not, there is even a mode allowing four players to compete against each other, though the notion of four friends circled around the tiny machine is laughable. If this was made by any other company, it would be very dull, but when you consider its position as the prehistoric relative of the Lynx, its credibility seems assured.



RETRORATING: 72%

AMIDAR – KONAMI / GAKKEN



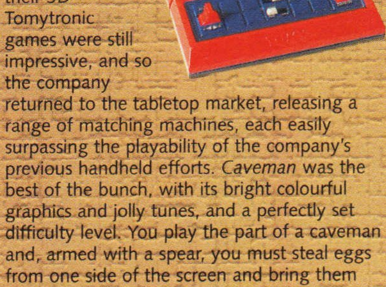
Maze games have always been ideal fodder for handheld machines, though none make such good use of the genre as *Amidar*. You are placed in a simple maze, and in a very familiar way, must collect dots from around its paths. Once you've cleared around the central pillars of the maze, they light up awarding you fruit and points. To stop you in your quest are a selection of ugly monsters which move swiftly in pursuit. Thankfully, you are given a helpful hand courtesy of a jump button. Clear the level, and you partake in a bonus game, where you can earn extra lives.

As you progress through the levels, things get tough, and once again, the difficulty level is perfectly pitched. Add to this the machine's ability to keep a high score, the second mode of play where you stretch the dots around the columns like elastic, and the super smart flip up lid which houses the screen, and you've got one of the greatest table tops ever to have been released.

RETRORATING: 91%

CAVEMAN – TOMY

In 1984, Tomy were left burnt after their PC Jnr console failed to make any impact in the US or Japan. Sales of their 3D Tomytronic games were still impressive, and so the company returned to the tabletop market, releasing a range of matching machines, each easily surpassing the playability of the company's previous handheld efforts. *Caveman* was the best of the bunch, with its bright colourful graphics and jolly tunes, and a perfectly set difficulty level. You play the part of a caveman and, armed with a spear, you must steal eggs from one side of the screen and bring them back to your home. It sounds simple, but with manic wildlife and molten lava to contend with, it's far from easy. Most clever is the machine's ability to add new dangers with each level, giving a true multi-level feel to the game.



RETRORATING: 76%

Jason Moore can be contacted at:
61 Baccara Grove, Bletchley, Milton Keynes MK2 3AS



Updating you on the N64 games of the future

LIVE FROM E3 '98 Tim's E3 notes

Every time you see this notebook, it'll give you a first-hand impression of just what the game played, or looked like at the big, US E3 show.

Greed f

You wait ages for a decent racer, then three come along all at once.

It looks like the second half of 1998 is going to be a great one for speed freaks. There are now three, new high profile racing games from third party developers taking on the might of Nintendo's *F-Zero X*.

Psygnosis will be taking on the Big N's future racing flagship head-to-head when they unleash the marketing monster that is *Wipeout 64*. *F-Zero X* comparisons are inevitable, although the two games differ considerably in terms of gameplay. *Wipeout*'s main strength is its ultra-cool image, and Psygnosis won't be messing about too much with the 32-bit version's winning formula – the light handling and speedy combative gameplay will remain unchanged. *Wipeout 64* features six new tracks, five new weapons and up to 15 vehicles on screen at once. It looks and plays very much like the PlayStation version, but with the addition of fog patches to mask the distant pop-up. Naturally, it's blisteringly fast, and the addition of a four-player mode will make the N64 version the best of the lot. And yes, we *will* get the big name soundtrack on cartridge.

WIPEOUT 64

PSYGNOSIS	96M	1-4	4th Quarter 1998

LIVE FROM E3 '98 Tim's E3 notes

Wipeout

Lovely jubbly. One track was playable, with loads still to do on it, but it moved like greased lightning. Weapons effects and fogging aren't in yet. Rattling good fun in multiplayer.



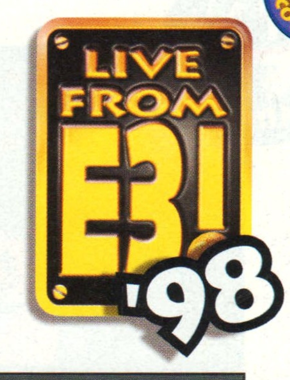
Wipeout 64 features regular checkpoints along each track. Miss the target time and it's game over.

11th place – there's a field of 16 racers to overcome, but they won't all finish the course.

As you can see, Wipeout features a lot more trackside detail than F-Zero X.

Speeding towards a tunnel in the mountain. What those weapon symbols at the top of the screen represent is anyone's guess.

or speed



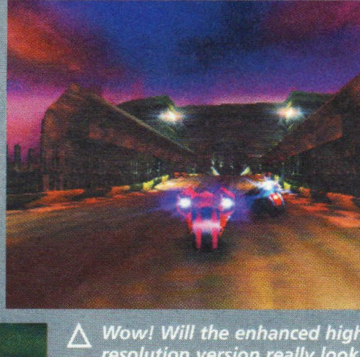
EXTREME G 2

ACCLAIM	96M	1-4	4th Quarter 1998



New lighting effects make night time racing a spectacular experience. But how will it play?

The 12 circuits each have three possible routes, giving a total of 36 combinations. GCSE maths ahoy!



Wow! Will the enhanced high resolution version really look this good?

Acclaim's *Extreme G 2* is nearing completion, and is a real quantum leap from the original in terms of both gameplay and graphics. It is expected to be the first game to support the 4Mb memory expansion cartridges that fit into the N64's jumper pak slot, such as Datel's Power Ram pack, allowing it to run at full speed in high res 640x480 mode.

Without the memory expansion it'll run at the same resolution as the original, but with a host of enhancements such as *Forsaken*-style lighting, reflective surfaces on the bikes, and a picture-in-picture missile camera view.

Gameplay updates include the ability to powerslide round corners, 12 new tracks (each with three routes), new battle mode vehicles, 16 new bikes, and an even more expansive array of weaponry. It sounds like Acclaim have really gone to town on this one, but will it still be billed as a *Wipeout* beater when N64 owners will soon be able to get the real thing?

Tim's E3 notes

Extreme G

Enemy AI has been improved so they team up against you in places. Weapon power-ups are much easier to see, and the tracks are wider, but it didn't seem quite as fast as the original.

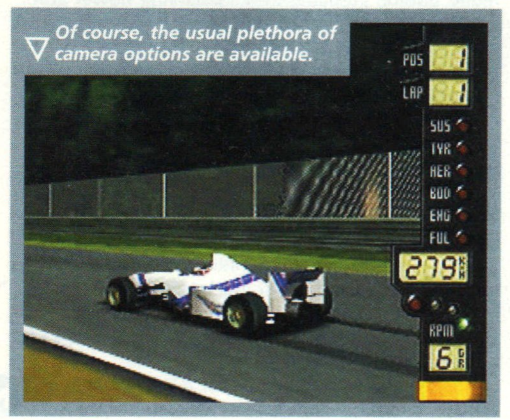


The ability to powerslide will add a new dimension to cornering.

WORLD GRAND PRIX

VIDEO SYSTEM	96M	1/2	SUMMER	TBA

Of course, the usual plethora of camera options are available.



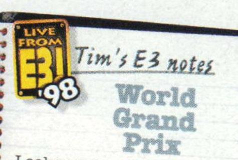
Paradigm's *World Grand Prix* is released in America later this summer. As you'd expect from the company behind *Pilotwings 64*, realism is the watchword, and *World Grand Prix* promises to deliver the most accurate handling and authentic visuals ever seen on a console racer.

The 17 Formula One tracks are all faithfully reproduced from the 1997 F1 season, with some remarkably detailed trackside objects and backgrounds – the tunnel at Monaco looks particularly impressive. The weather can change over the course of a race, and pit stops must be made to change to wet tyres, as well as for refuelling.

WGP will feature a two-player mode, time trials against a ghost car, and a scenario game, where you're dropped into a classic race and must attempt to change history.



The replay mode is described by Paradigm as 'photo realistic'. Rather like a certain PlayStation racer, perhaps?

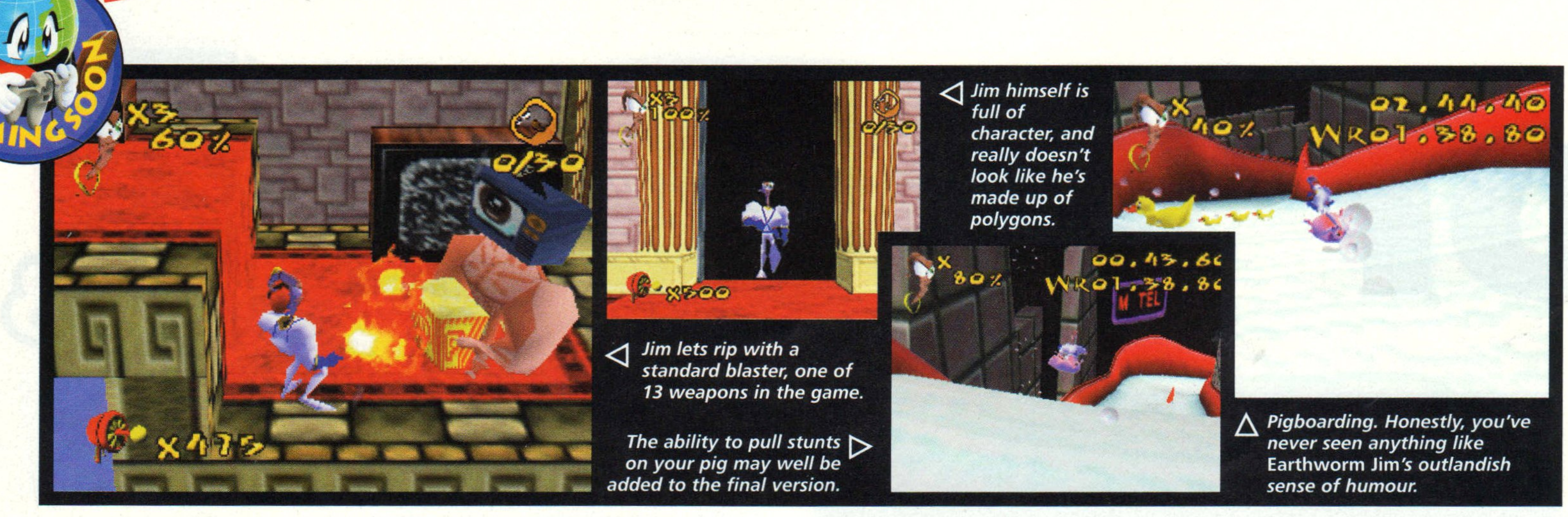


Tim's E3 notes

World Grand Prix

Looks very much like the Psygnosis F1 game. Commendably fast though and the Scenario mode is a brilliant idea. It works really well.





Jim lets rip with a standard blaster, one of 13 weapons in the game.

The ability to pull stunts on your pig may well be added to the final version.

Jim himself is full of character, and really doesn't look like he's made up of polygons.

Pigboarding. Honestly, you've never seen anything like Earthworm Jim's outlandish sense of humour.

Tickle it, you wriggler

PLAYED IT!

EARTHWORM JIM 3D

INTERPLAY/VIS	64M	1	SEPTEMBER	SEPT




Ever gone surfing on the back of a large pig? Thrown exploding dwarves at a psychotic sheep? Or been attacked by a bloodthirsty tin of processed meat?

Not unless you've been eating too much cheese before bedtime, we'll wager. But this autumn you'll have the chance to experience all this and more in Interplay's somewhat abnormal new platformer, *Earthworm Jim 3D*.

The object of the game is to collect the brain cells that were dislodged after a large cow fell on Jim's head. What this entails is 32 levels of utter madness, divided into six areas of Jim's psyche – fear, happiness, aggression, fantasy, childhood, and heroism. In each of these worlds, Jim must negotiate a series of platform levels and sub-games before taking on a suitably odd-looking boss character – including some old favourites like Psycrow, Professor Monkey-for-a-brain, and Evil the Cat. New characters include Rabid Rabbit, the Disco Zombies, and Fatty Roswell, the owner of a chain of alien burger restaurants in the Happiness world.

Jim has an impressive range of abilities, both new and old. Analogue control means he can tiptoe over rickety bridges or run away from hazards, and he can fly by using his pocket rocket or pump pack. He also has 13 new weapons at his disposal, including armour-piercing flounders, chattering teeth, gnome grenades and a pacifying flower gun.

One area of *EWJ3D* that developers VIS are particularly proud of is the music. Composed in-house and performed by a 'world champion accordionist', it includes some of the cheesiest tunes ever to grace a video game. It also uses 12 channels and takes up 25% of the CPU's time, so technically it's the most advanced yet heard on the N64.

Whilst *EWJ3D* is billed as a 3D platform game, most of the levels work in a fairly linear fashion. The camera *can* be zoomed in and out, but mostly it follows a preset pattern, panning round to give the best view of the action. Bonus levels and bosses have different formats, such as surfing, flying, throwing, and bowling(!) – *EWJ3D* certainly can't be accused of lacking variety.

The game is on schedule for a September release, bad puns and general weirdness included.



Coloured lighting and transparency effects have yet to be included.

The entrance to each world is down a tube like this.



There's a sale on! Go on Jim. Get out your credit card and go nuts.



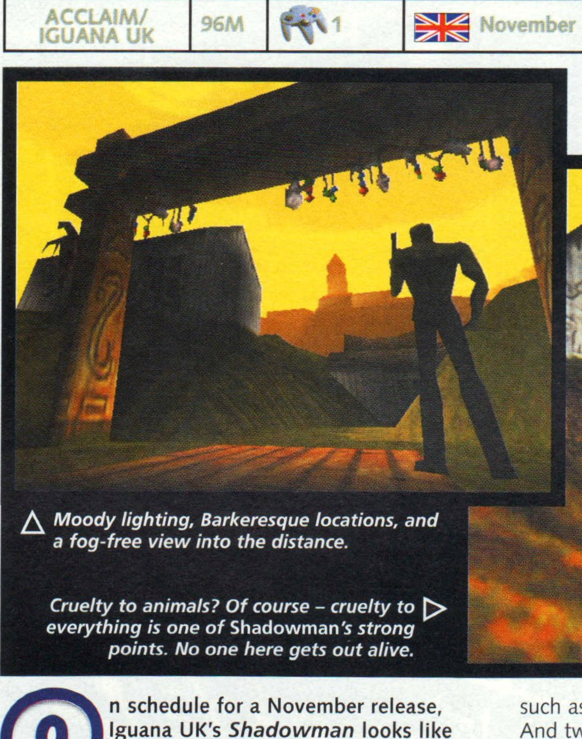
Official International Competitive Drivers Contract
Clause 1 Subsection A
Team orders should be strictly adhered to.
OFFICIAL INTERNATIONAL
O.I.C.D.
COMPETITIVE DRIVERS
GT64 - Championship Edition brings racing realism to the Nintendo 64 in a blaze of amazing speed and incredible graphics...
"All in all we're really excited about this game. And if you love racing games, you should be too"
TOTAL 64
Until the lights go green!
ocean
imagineer
NINTENDO 64
Can you pass the N64 driving test?
GT64
CHAMPIONSHIP EDITION
© 1998 IMAGINEER CO., LTD. OCEAN IS A REGISTERED TRADEMARK OF INFOGRAMES UNITED KINGDOM LIMITED. NINTENDO®, NINTENDO 64, AND ARE TRADEMARKS OF NINTENDO CO., LTD.

PLANET 64 COMING SOON

Videogame nasty

SHADOWMAN

ACCLAIM/ IGUANA UK	96M	1	November	November



Moody lighting, Barkeresque locations, and a fog-free view into the distance.

Cruelty to animals? Of course – cruelty to everything is one of Shadowman's strong points. No one here gets out alive.

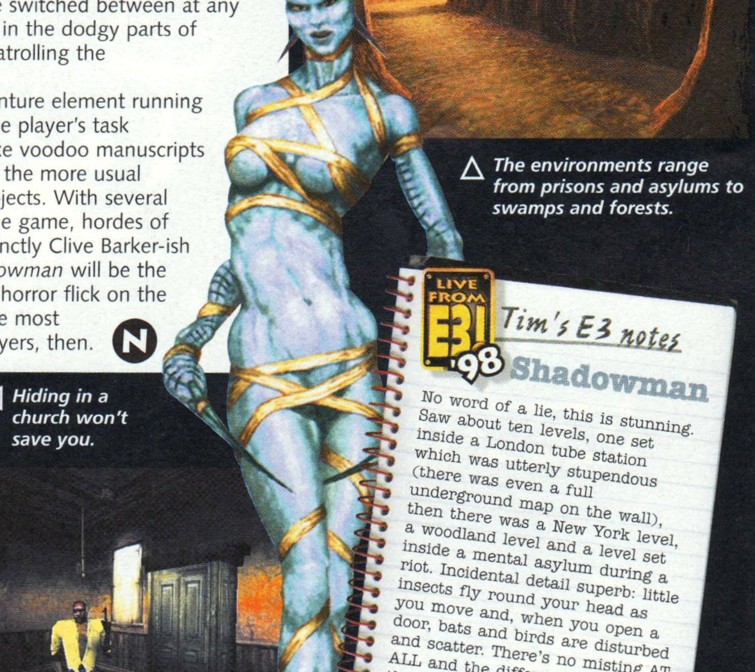
The only things left to add are a few wandering monsters and characters.

On schedule for a November release, Iguana UK's *Shadowman* looks like being the darkest and most censor-baiting game ever on the N64. It's based on the comic book of the same name, and the PC version already boasts 'sensitive' features such as an electric chair, scores of naked zombies, crucifixes, serial killers, and buckets of rendered gore.

The action is rather like a cross between *Resident Evil* and *Tomb Raider*, with a third-person perspective and plenty of shooting, but the heroes, Mike LeRoi and his alter-ego Shadowman, are about as far removed from Lara Croft as it's possible to get. They have a more flexible system of moves, being able to perform several actions simultaneously, such as rolling, shooting and picking up an object. And two characters can be switched between at any time, with Mike operating in the dodgy parts of New Orleans and Shads patrolling the hellish Deadside.

There is a strong adventure element running through the game, with the player's task involving reading things like voodoo manuscripts and FBI profiles, as well as the more usual collecting weapons and objects. With several different routes through the game, hordes of grisly creatures, and a distinctly Clive Barker-ish look to the graphics, *Shadowman* will be the closest thing to a B-movie horror flick on the N64. Should scare even the most hardened *Yoshi's Story* players, then.

The environments range from prisons and asylums to swamps and forests.

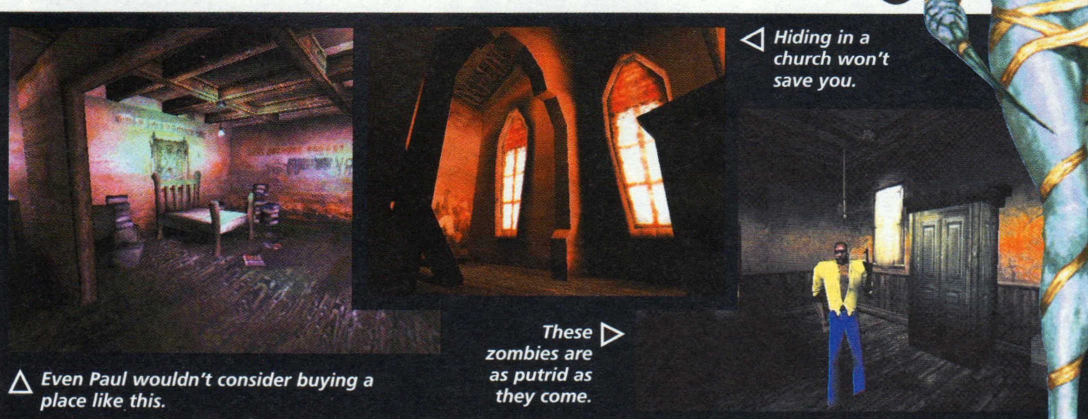


LIVE FROM E3 '98

Tim's E3 notes

Shadowman

No word of a lie, this is stunning. Saw about ten levels, one set inside a London tube station which was utterly stupendous (there was even a full underground map on the wall), then there was a New York level, a woodland level and a level set inside a mental asylum during a riot. Incidental detail superb: little insects fly round your head as you move and, when you open a door, bats and birds are disturbed and scatter. There's no misting AT ALL and the difference between the PC 3dFX and N64 versions is negligible. This is going to be wonderment itself. Oh yes. Mmm.



Even Paul wouldn't consider buying a place like this.

These zombies are as putrid as they come.

Hiding in a church won't save you.



Plenty going on in Buck Bumble. The explosions are particularly enthusiastic.

Buzz a groove

BUCK BUMBLE

UBI SOFT/ ARGONAUT	96M	1-4	September	Sept

PLAYED IT!

Freshly installed in their new North London offices, long-time Nintendo supporters Argonaut are putting the finishing touches to *Buck Bumble*, their first N64 release. The game has come on in leaps and bounds since we last saw it in issue 14, with most of the 20 levels present, if not fully completed.

Playing the game, we were pleased to note an enormous variety of different weapons and an accent on large explosions not seen in an N64 game since *Lylat Wars*. Amongst the best blasts on offer were the distinctly *Quak*ish Nail Gun and a sort of electrocutor which fired off bolts of crackling lightening. Missiles also played a big part, with some automatically homing in on their targets, and others actually guided by the player using the analogue stick.

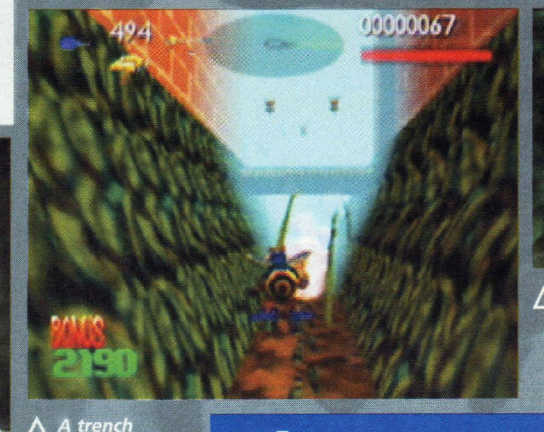
Storywise, little has changed, with nuclear radiation and alien insects causing all sorts of problems here on earth. Buck – a mutated bumble bee – is our only hope, and his aerobatics and weaponry skills the only thing standing between us and, well, lots of bad things happening.

Graphically the game is impressive, although a few more sections with some brighter colours wouldn't go amiss. A lot of the early levels are set out in the garden, with giant flowers and grasses as obstacles to be avoided. The game also switches to sections in sewers, though, and one of the best we saw took place inside a house – an enormous construction in relation to Buck's tiny bee proportions.

According to Argonaut, the game will initially be a shooting, explore-'em-up, but once you've finished it for the first couple of times (and discovered all the secret levels, of course), the game's time bonuses and scoring system allow for all manner of high score shenanigans.

We'll have more on *Buck* as the summer progresses, and the game seems firmly set for a September release. Stability in a chaotic world of release dates. We like it.



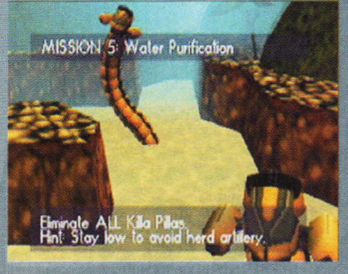




Game over dragonfly thing. He falls to earth with a superb 'neeeeeeeeaaaaaaaahh... BOOM!'

A trench section here kind of similar to Star Wars.

Time to leave PDQ. That bomb won't be selective when it goes off.



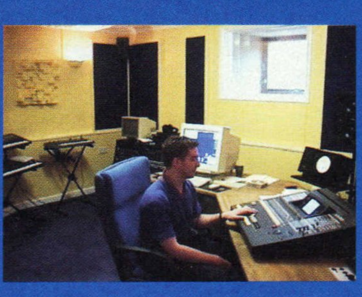
The detail on the enemies is great, but it's tricky to get this close to them as you play.

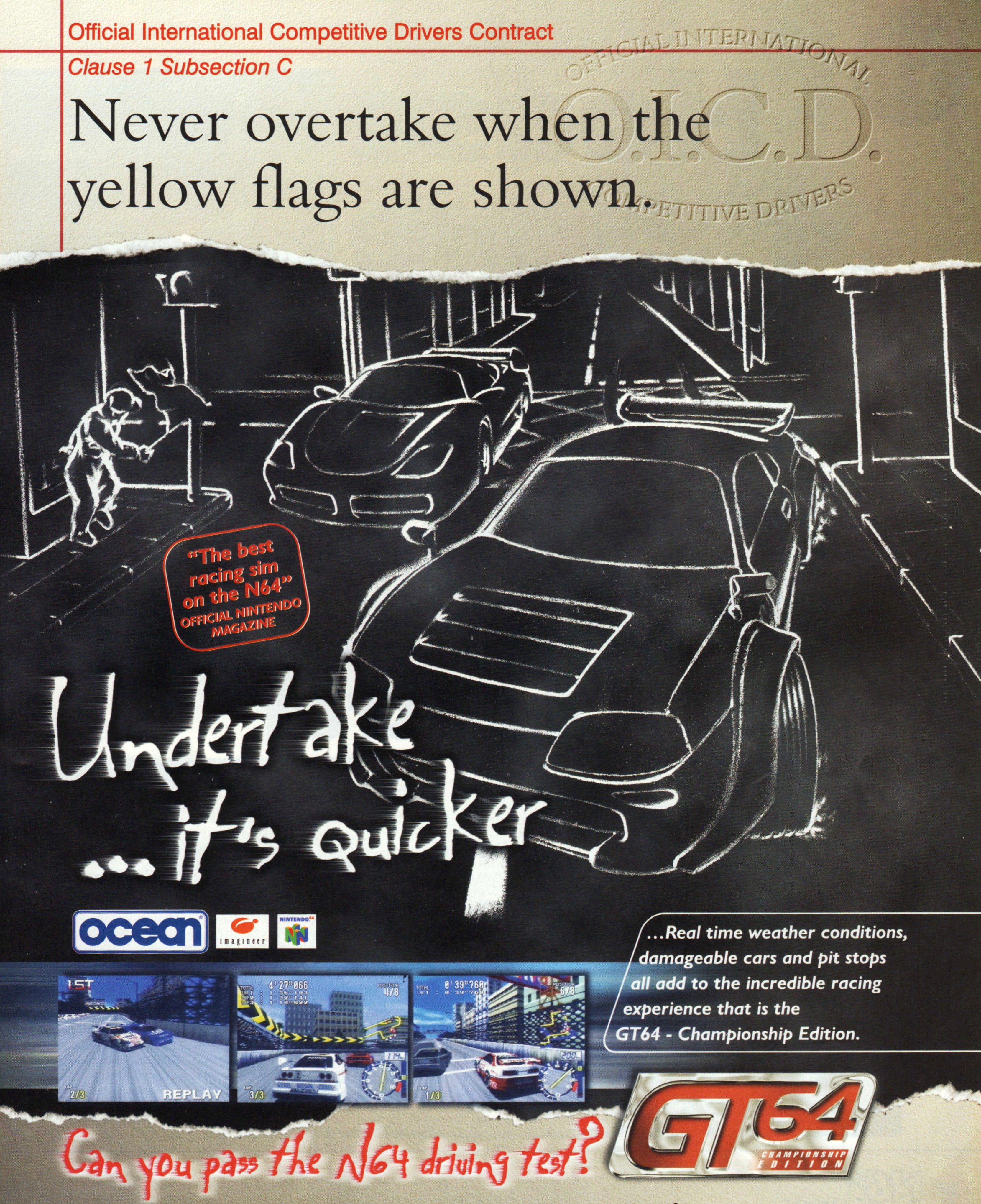
"Got that Bumble? Now get with the project."



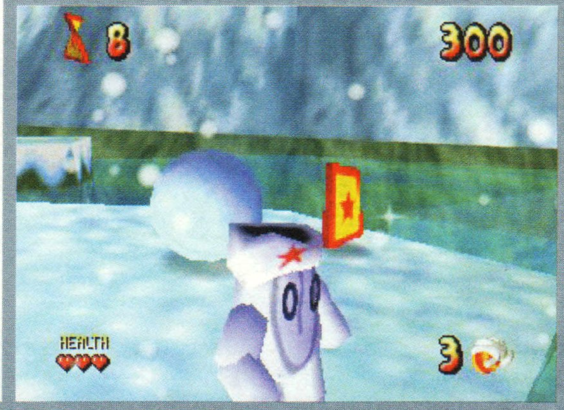
The sound pound

The sound department at Argonaut are currently as busy as bees composing the noises for ***Buck Bumble***. "The music is in a sort of speed garage style" says Nick Clarke, the games Producer. "We wanted a more adult feel to ***Buck***, so moving away from the traditional plinkity plonk stuff seemed like a good idea. As for the sound effects, they're largely composed on a synthesizer, although we have used some real-life sampling."



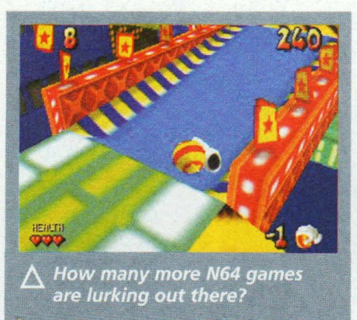

Official International Competitive Drivers Contract
Clause 1 Subsection C
Never overtake when the yellow flags are shown.
OFFICIAL INTERNATIONAL
O.I.C.D.
COMPETITIVE DRIVERS
"The best racing sim on the N64"
OFFICIAL NINTENDO MAGAZINE
Undertake ...it's quicker
ocean
imagineer
NINTENDO 64
...Real time weather conditions, damageable cars and pit stops all add to the incredible racing experience that is the GT64 - Championship Edition.
REPLAY
Can you pass the N64 driving test?
GT64
CHAMPIONSHIP EDITION
© 1998 IMAGINEER CO., LTD. OCEAN IS A REGISTERED TRADEMARK OF INFOGRAMES UNITED KINGDOM LIMITED. NINTENDO®, NINTENDO 64, AND ARE TRADEMARKS OF NINTENDO CO., LTD.

House of glove





Surprise package of the month comes from Interactive Studios, an outfit founded and run by the Oliver twins – coders who've been around since the days of the ZX Spectrum. The game is a dual-character platform game, similar in idea to *Banjo* and in looks to *Mario 64*.

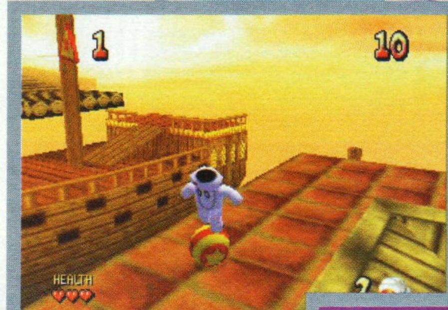


How many more N64 games are lurking out there?

The main character is a glove who can do all the normal platform game stuff: running, jumping, climbing and collecting things (coins, probably). The 'dual character' bit comes in when the glove picks up a ball and the whole control method changes. Instead of running around, rolling is now the order of the day, similar to the action in *Marble Madness*. The kind of ball that can be picked up changes during the game, and different balls – a ballbearing for instance – have different uses and control characteristics.

Glover will feature six themed worlds arranged around a central hub to avoid too much linearity. The worlds so far revealed include a pirate city, a carnival, an – step back in amazement – ice world and an alien planet with lowered gravity.

We'll do a Future Look on *Glover* when it's ready for us to have a quick play on. More news as the summer progresses.



Tim played Glover at E3. "Very early and very odd," was his considered opinion.

Anything 'a bit like' Marble Madness is a good thing, reckons Wil...

...But he is getting on a bit now. Older than Paul, even.



Bruise control

WWF WARZONE				
ACCLAIM/ IGUANA US	64M	1-4	July (US)	July (UK)

With *WCW vs NWO* almost a permanent fixture in the N64 sales charts for months now, Acclaim have decided that the competition for the spandex crown should not be a one horse race.

As the name suggests, *Warzone* is officially licensed by the WWF, who allow the use of over a dozen of the leagues' most famous gurning monsters. Or wrestlers as they're more commonly known. Playable grapple fiends include the Undertaker, Goldust, Mankind, Steve Austin, Bret Hart, Shawn Michaels, British Bulldog, Faarooq, Ahmed, Rocky, Hunter and Shamrock. Each will have a special move as well as a unique finisher.

The biggest difference between *Warzone* and *WCW*, though, is its use of photo-realistic graphics. Pictures of the wrestlers have been taken and mapped onto the polygon models used in the game. The result looks surprisingly effective in screenshots, although we've yet to see the game running.

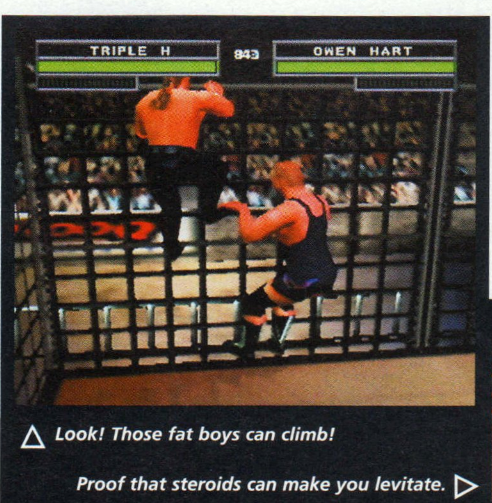
Another new feature Iguana are hoping to impress us with, is the 'create a wrestler' mode similar to the only fun element in *G.A.S.P!* A wide variety of body shapes are available, along with different faces and skin colours.

Considering that the WWF has always been more about showmanship than sport, *Warzone* also includes a storyline element governed by what you actually manage to achieve in the ring. Other wrestlers might break into your match, for instance, or a wrestler feud might break out with consequences running through the whole game.

Multiplayer gaming is catered for in a similar manner to *WCW vs NWO*. One to four players can take part in Co-operative, Tag or War modes and there are also the slightly mysterious Royal Rumble and Gauntlet options to consider.

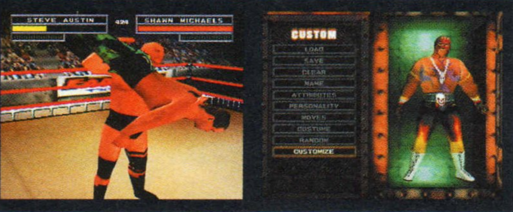
The grunting begins in July. **N64** Magazine will be there at the ringside with a full review.





Look! Those fat boys can climb!

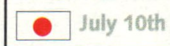
Proof that steroids can make you levitate.



Soldiering on

STAR SOLDIER: VANISHING EARTH

HUDSON	96M	1	July 10th	TBA

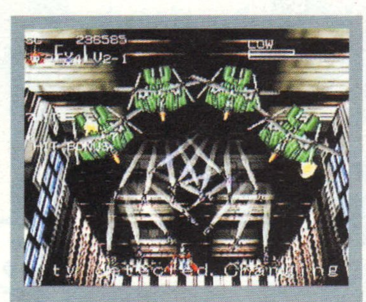

A 64-bit remake of the vertical scrolling space shooter by Japanese star producer Takahashi Toshiyuki, *Star Soldier: Vanishing Earth* fast-forwards the frantic blasting action to the year AD2092.

The SIA (Special Interception Airforce) team led by John Howard, in the last-hope F92 V Soldier Blade fighter, vanquished the ZeoGrad Army's Boss DuoScoa. But the fighter was damaged in the lethal battle and laid to rest in the earth of a memorial battleground. Peace was restored to humanity and DuoScoa was beaten.

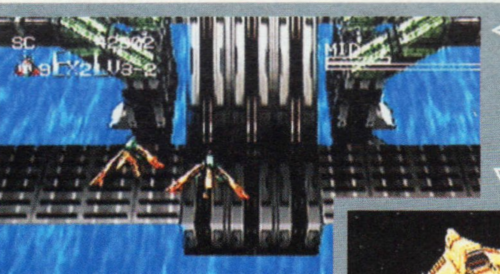
However, now the ZeoGrad Army have resurfaced. Luckily, the four years' interim has allowed SIA to develop the F92, and produce three new variations of an F98 series starfighter to take the fight to the enemy; the F98 Wisteria, the Venidium and Lathrus. Er, right, moving on.

Vanishing Earth uses the N64's transparency effects to produce massive explosions, and multi-directional weapons fire in glorious, but often garish colours. Ships have a rolling capability (which seems to have been borrowed from *Starfox*) effected by the R-trigger, and there's a simulator mode, for rookie pilots wanting to get a bit of target practice in first. Intimidating, huge bosses are the order of the day and each stage culminates in the inevitable showdown with huge, screen-sized adversaries. *Zaxxon* fans, your wait is nearly over.



△ *Hopefully there'll be some tricky bosses to tackle.*



◁ *There should be loads of weapons to collect.*

Memories of Axeley are already flooding back in the N64 Magazine office. ▽



◁ *With shooters now back in vogue we'll expect to see plenty of screen-devastating weapons on display.*

Payback time

WINBACK

KOEI	64M	1	TBA	TBA






Koei's latest project looks startlingly similar to a certain Konami game based around a terrorist-fighting military outfit, albeit somewhat less appealing at the moment. Set for a year-end release, *Winback* features a hero and heroine who are members of an anti-terrorist team toting the kind of arsenal that redefines the word 'overkill'.

You can tool up with the usual rocket launcher or machine-gun, but if you'd prefer something a little less passé, why not go for the kind of shotgun used by the big guy himself – Arnie in Terminator 2. Allegedly.

This early on, backgrounds are minimalist, but the characters are already looking very accomplished, not to mention large, and they all boast their own biography for that attempt at credibility-building. A proprietary animation system called A.M.S (Active Motion System) allows highly authentic character movements and there are more than 450 different motion sequences. It's just a shame that Koei have seen fit to christen the baddies things like Big Foot, Grunt and Lunatic Dike, no?

An ear to the ground

With Core showing off ***Fighting Force 64*** at E3, their parent company Eidos have other N64 games in the pipeline. We broke the news about Norwegian developers Innerloop and their extreme sports game back in issue 14. This month we saw a short PC movie revealing that the game involves snowboarding, parachuting (with a snowboard attached to your feet, hang-gliding and rallying. It certainly seemed impressive enough and Innerloop's reputation for great landscape building was upheld.

Our trip to Argonaut revealed that the veteran development house has two other N64 projects in development along with *Buck Bumble*. ***Chaos*** is already signed to Ubi Soft and under wraps, but their licenced ***Spy vs Spy*** game was looking for a publisher.

It's come to our attention that the eight Rare programmers who left the company to form their own development house Eighth Wonder, are undergoing a certain amount of difficulty. At least one of the eight has already left to work in-house at Sony and rumours of further departures abound. Should have stuck with the N64, lads.

After their covert distribution of *Aero Fighters Assault* in the UK, news comes that Konami are to distribute Titus's ***Virtual Chess***. An interesting decision which proves someone, somewhere believes that the game will sell.

Strategy gamers received a double bonus this month with the news that Blizzard are to convert their PC hit ***Starcraft*** for the N64. The latest sprite-based *Command-and-Conquer*-alike presents lots of technical problems for its convertors, but Nintendo head prefect, Howie Lincoln, was happy to announce the game for a 1999 release.

Second strat game of the month comes from the 3DO Company. ***Army Men*** is a table top strategy game based on those little plastic army men we all had as kids. Apparently, the option to paint them badly with acrylic paint and then melt them with a magnifying glass *will* be included.

Robotech has been signed by Capcom and, contrary to popular belief, isn't rubbish. Tim still has nightmares about the game from 1997's E3, so we'll reserve judgement until we see the game.

RPG NEWS

LIVE FROM E3! '98

It's the news we've all been waiting for!

Zelda release date set!

LEGEND OF ZELDA: OCARINA OF TIME

NINTENDO	256M	1	NOV 23rd	TBA

PLAYED IT!

The date has been set. And, by some ironic twist, it's not for the Japanese release of *Zelda: Ocarina of Time*. We'll be marking off November 23rd on our calendars for the release of the English-language US version!

The release date came from Nintendo of America just before E3, where Shigeru Miyamoto, aided by *Yoshi's Story* producer Takashi Tezuka (now helping out on *Zelda*), presented an hour long demonstration of Nintendo's most ambitious game to date. November may seem a long way off but, as Miyamoto admitted at the time of the presentation, they had yet to start debugging and hadn't even put together the game's individual sections, so had no idea how long it would take to play the game from beginning to end!

But to say that the *Zelda* cartridge Nintendo had compiled for E3 looked unfinished would be far from the truth. With over 100 different scenes available to play, some of the highlights included:

- A castle where Link had to sneak around avoiding guards, with the camera zooming up to almost birds-eye, *Zelda IV*-style, view, and scrolling one screen at a time.
- The new slingshot weapon that could be used to shoot loose ladders, allowing Link to climb to other areas of the dungeon.
- An encounter with Gannondorf as he rides his black demon horse, in and out of paintings that hang in a strange eight-sided room.

Stay tuned next month as we bring together everything we know about *Zelda* in a massive special about the year's biggest game.



In the E3 Zelda, Navi the fairy had a real voice!

This mysterious bloke teaches Link notes to play on his ocarina.

Link taunts his pony with horrific tales of France, and bizarre Copydex experiments.

Link rescues the Triforce from Alan Titchmarsh.

Is Link preparing for a trip back in time here?

Miyamoto's determined to make Ocarina of Time recognisably Zelda-ish hence things like the return of the spin attack.

LIVE FROM E3! '98 *Tim's E3 notes*

Zelda

Everyone was expecting a lot from Link and co. and we weren't disappointed. Not only are the special effects amazing, but the game plays like a dream. Using the Z-button to look onto enemies, so that you don't have to worry about the camera keeping everything in view, is a master stroke. November just can't come soon enough!

The fight is on!

POCKET MONSTERS STADIUM

NINTENDO	96M	 1-4	 Aug 1st	TBA

What's going on at Nintendo? First we get release dates for *Zelda* and *F-Zero X* and now an August appearance has been confirmed for the N64's first Pocket Monsters title. (Thankfully, for Nintendo in Japan.)

Of course, the problem for all us UK gamers toying with the idea of an imported *Pocket Monsters Stadium* cartridge (long since swapped over from its original DD disk format), is whether, coming bundled as it does with the 64GB Pak, we'll be able to play the game *without* having a monster-full Game Boy *Pocket Monsters* cartridge to download data from? Then there's the even bigger problem of whether we'd want to anyway? From what we've seen of the game so far it looks like nothing more than a succession of typical RPG, turn-based, battles – choose your attack from a menu, watch the outcome, then get the same applied to you by your opponent – something that's been known to put off all but the most ardent European RPGer. There's no doubt about it, *PM Stadium* is definitely intended to draw in the millions of Japanese kids already enthralled by the Pokemon phenomenon, rather than the general audience usually targeted by Nintendo.

But there's also no doubt that, with the Game Boy Pokemon due to arrive on UK shores this autumn, *PM Stadium* will also, eventually, get released here as well. So, here at **N64** Magazine we remain undaunted and, come August 1st, we'll be there, Pikachu and Japanese dictionary at the ready, to take on the weirdest of Pocket Monsters. Yes, even Masako the dodgy Black and White Minstrel.



"I'd walk a million miles for one of your smiles…" Pocket Monsters in politically incorrect shocker.



Spiky conker boy bakes himself in an oven, overnight, for tournaments such as this. "I'm a 10-er!".



Oh, schoolboy error! You walked right into that one.

Pikachu wires himself up to the National Grid and makes like a Van Der Graf generator.



FuSoYa has taken a well earned break this month but he'll be back to answer your role-playing questions next issue.



INFORMATION station

charts • release list • most wanted

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

Top 10 Official UK N64 chart

Pos	Title	Publisher	Released	Movement	N64 review
1	GoldenEye 007	Rare/Nintendo	11/97	Non-mover	Issue 9 94%
2	Mystical Ninja (NEW!)	Konami	5/98	New entry	Issue 14 90%
3	Yoshi's Story	Nintendo	4/98	Last month's chart position – 2	Issue 15 86%
4	WCW vs NWO: World Tour	T•HQ	2/98	Last month's chart position – 8	Issue 12 70%
5	Diddy Kong Racing	Rare/Nintendo	12/97	Last month's chart position – 6	Issue 10 90%
6	FIFA Road to the World Cup '98	EA Sports	12/97	Last month's chart position – 4	Issue 10 83%
7	Super Mario 64	Nintendo	3/97	Last month's chart position – 9	Issue 1 96%
8	Quake	GT	4/98	Last month's chart position – 3	Issue 15 79%
9	Fighters Destiny	Ocean	3/98	Last month's chart position – 5	Issue 13 86%
10	Mario Kart 64	Nintendo	6/97	Non-mover	Issue 4 91%

Top 5 Import chart

Source: Project K

Pos	Title	Publisher • Genre	N64 review
1	1080° Snowboarding	Nintendo • SPT	Issue 14 – 89%
2	Air Boarder 64	Human • SPT	Issue 16 – 58%
3	Yoshi's Story	Nintendo • PLT	Issue 15 – 86%
4	G.A.S.P! Fighters NEXTream	Konami • FGT	Issue 15 – 52%
5	Bio Freaks	Midway • FGT	Review next issue

N64 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	Bust-a-Move 2	Acclaim	PUZ	Issue 17 80%
2	NBA Courtside	Nintendo	SPT	Issue 17 90%
3	Bomberman Hero	Hudson	PLT	Issue 17 66%
4	Power Pro Baseball	Konami	SPT	Issue 17 78%
5	Forsaken	Acclaim	SHT	Issue 16 87%

N64 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Banjo-Kazooie	Nintendo	ACT	Japan: April; UK: June
2	Legend of Zelda	Nintendo	ACT/RPG	Japan: 4th Quarter '98; UK: TBA
3	Perfect Dark	Rare	ACT	UK: Early '99; USA: Early '99
4	Jet Force Gemini	Rare	ACT	UK: Some time '99; USA: Some time '99
5	F-Zero X	Nintendo	RAC	Japan: 14th July; UK: September '98

Readers 5 Most played

Pos	Title	Publisher	Genre	N64 review
1	GoldenEye 007	Rare/Nintendo	ACT/SHT	Issue 9 94%
2	Diddy Kong Racing	Rare/Nintendo	RAC	Issue 10 90%
3	ISS 64	Konami	SPT	Issue 3 92%
4	Mario Kart 64	Nintendo	RAC	Issue 4 90%
5	Super Mario 64	Nintendo	ETC	Issue 1 96%

Readers 5 Most wanted

Pos	Title	Publisher	Genre	Release
1	Legend of Zelda	Nintendo	ACT/RPG	Japan: 4th Quarter '98; UK: TBA
2	Banjo-Kazooie	Rare/Nintendo	ACT	Japan: April; UK: June
3	1080° Snowboarding	Nintendo	SPT	USA: Out now; UK: November '98
4	Turok 2	Acclaim	ACT/SHT	USA: October '98; UK: TBA
5	Mother 3	Nintendo	RPG	Japan: TBA; UK: TBA

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
June 1998			
GT 64	Infogrames	RAC	UK
30th Banjo-Kazooie	Nintendo	ACT	US
July			
Banjo-Kazooie	Nintendo	ACT	UK
Reckin' Balls	Acclaim	PUZ	US/UK
14th F-Zero X	Nintendo	RAC	JPN
1998			
early Centipede X	Midway	SHT	US
spr. Jungle Emperor Leo	Nintendo	–	JPN
spr. Cruis'n World	Midway	RAC	US
sum. Body Harvest	Gremlin	SHT	US
GEX: Enter the Gecko	Midway	ACT	US/UK
sept. F-Zero X	Nintendo	RAC	UK
sept Silicon Valley	DMA/Take 2	ACT	UK
sept UEFA Soccer	Infogrames	SPT	UK
sept Mission: Impossible	Infogrames	ACT	US/UK
sept Tonic Trouble	Ubi Soft	ACT	US/UK
sept Buck Bumble	UbiSoft	ACT	US/UK
sept ISS '98	Konami	SPT	UK
sept. UEFA Soccer	Infogrames	SPT	UK
oct. Space Circus	Infogrames	ACT	US/UK
nov. Shadowman	Acclaim	ACT	UK
nov. Rat Attack	Mindscape	ACT	UK
nov. Legend of Zelda Ocarina of Time	Nintendo	RPG	US
dec. Legend of Zelda Ocarina of Time	Nintendo	RPG	UK
wint. Unreal	GT	ACT	US
Earthworm Jim 3D	Interplay	ACT	US/UK
Acclaim Sports Soccer	Acclaim	SPT	US/UK
Aeon Flux	GT	ACT	US/UK
All-Star Baseball	Acclaim	SPT	US/UK
Art of Fighting Twin	Infogrames	FGT	UK
Attack!	Midway	–	US
Bio Freaks	GT	FGT	US
Bio Tetris	Bottom Up	ETC	JPN
Blues Brothers 2000	Titus	ACT	UK
Bust-a-Move 2	Acclaim	PUZ	US/UK
Twelve Tales: Conker 64	Nintendo	ACT	JPN/US
Daikatana	Ion Storm	SHT	US
Dazaemon	Scheedle	ETC	JPN

Game name	Publisher	Type	Country
Deathmatch South Park	Acclaim	ACT	US
Dragonstorm	TBA	RPG	US/UK
Duke Nukem: Time to Kill	GT	ACT	US/UK
Extreme G 2	Acclaim	RAC	US/UK
F1 Racing '98	UbiSoft	RAC	UK
Fighting Force	Core	ACT	UK
Flights of the UN	Video Sys.	SHT	JPN
Golf	Nintendo	SPT	JPN
Grand Prix Race	Video Sys.	RAC	JPN
Hybrid Heaven	Konami	ACT	JPN
Jest	Infogrames	ACT	UK
Jungle Emperor Leo	Nintendo	ACT	JPN
Ken Griffey Baseball	Nintendo	SPT	US
Kiratto Kaigetsu	Imagineer	TAB	JPN
Kirby's Air Ride	Nintendo	RAC	ALL
Looney Toons Space Race	Infogrames	RAC	US/UK
Micro Machines V3	Codemasters	RAC	UK
Mortal Kombat 4	Midway	FGT	US/UK
NBA Jam 98	Acclaim	SPT	US
Nightmare Creatures	Activision	ACT	US/UK
Pachinko: 365 Days	Seta	ETC	JPN
Picture Maker 64DD	Nintendo	ETC	JPN
Pikachu Genki Dechu	Nintendo	ETC	JPN
Pocket Monsters 64DD	Nintendo	RPG	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Puma Street Soccer	Sunsoft	SPT	JPN/UK
Quake II	Activision	SHT	US/UK
Quest for Camelot	Titus	–	US
Rev Limit	Seta	RAC	JPN
Roadsters '98	Titus	RAC	UK
Robotech: Crystal Dreams	Take 2	ACT	US/UK
Sim City 2000	Infogrames	SLG	UK
Sim Copter	Maxis	SIM	US
Snow Speeder	Imagineer	SPT	JPN
Spooky	ICE	ACT	US/UK
Superman	Titus	ACT	UK
Talent Maker 64DD	Nintendo	ETC	JPN
Taz 3D*	Infogrames	ACT	UK
Tennis	Ubi Soft	SPT	UK
Thornado	Factor 5	SHT	US
TOCA Touring Car	Codemasters	RAC	UK
Turok 2	Acclaim	SHT	US/UK

Game name	Publisher	Type	Country
Twisted Edge Snowboarding	Kemco	SPT	USA
Ultra Donkey Kong	Nintendo	ACT	JAP
V-Rally 64	Infogrames	RAC	UK
WCW Game	EA	ACT	US
Wipeout 64	Psygnosis	RAC	UK
World Grand Prix	Video Sys.	RAC	JPN
No release date yet			
7th Legion	Epic	–	US
Perfect Dark	Rare	SHT	US/UK
Buggy Boogie	Nintendo	RAC	JPN
Hybrid Heaven	Konami	RPG	JPN
Dracula 3D (Castlevania 64)	Konami	ACT	ALL
F-Zero X (add-on disk)	Nintendo	RAC	JPN
FIFA '99	EA	SPT	UK
Ghouls and Ghosts 64	Capcom	ACT	JPN
Jack and the Beanstalk	Nintendo	–	ALL
Joust X	Midway	SHT	US
Jikkyo Golf Tournament 98	Konami	SPT	JPN
Kindaichi's Accident File	Hudson	–	JPN
Knife Edge	Kemco	SHT	US
Legiòn X	Hudson	–	JPN
Loderunner 64	Bandai	ACT	JPN
Mother 3	Nintendo	RPG	JPN
Puzzle Game*	Capcom	PUZ	JPN
Rugrats	T•HQ	ACT	US
Sim City 64DD	Nintendo	SLG	JPN
Jet Force Gemini	Rare	ACT	UK
Street Fighter 64*	Capcom	FGT	JPN
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Top Gear Rally 2	Kemco	RAC	ALL
Top Gear Rally 64DD	Kemco	RAC	ALL
VR Baseball	Interplay	SPT	—

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
SLG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!



INFORMATION station

Top 5 vote n' draw

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in.

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Aaron Reynolds from Cheshire wins a copy of GoldenEye.

My five most played games are:	My five most wanted games are:

Name ....

Address ....

Post Code ....

Game wanted ....

日本製

Walk this

Or try to, at least.

There isn't much I don't like about Japan. I mean, it's safe, clean, everything works, you can buy beer from vending machines and, best of all, it's a videogame Mecca. That said, one or two things do tend to set the teeth grinding, the eyes flashing and images of baseball bats flooding into the brain.

One of these mild irritations is that the Japanese don't seem to have mastered the art of walking. Admittedly tricky, particularly if you are, for example, two months old, walking is one facet of life that escapes this nation – most Japanese move around like they're blind and mute – except blind and mute people have the sense to use some kind of aid to help them negotiate obstacles in their path (Japanese tourists, most likely), such as a really clever dog, or a long white stick. And in the event of them bumping into something, (a Japanese pedestrian, say) they then have the enviable option of smacking them on the head with the stick or, preferably, setting the hound onto them.

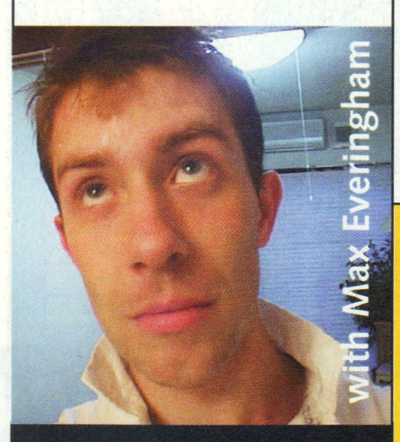
But Japanese people don't bother with such gadgetry – instead, they prefer to amble along in little stops and starts, switching direction like a guppy on speed and generally attempting to get in the way of other pedestrians. In fact, getting in the way of other pedestrians is the fastest growing national sport, with points deducted for looking behind you. So, obviously, it's full marks all round, because casting a backwards glance in Japan is an offence punishable by death, or perhaps something worse, like being forced to listen to an entire Namie Amuro album.

Walking the streets of Tokyo (I say 'walking', but



△ Tokyo Station. One of the world's busiest, and not the best place to practice your walking.

Use the R button for a gentle stroll. ▷



MADE IN JAPAN

Grrrr. Our man in Japan has been happier. Still, once he's taught the entire population of Tokyo how to walk, he'll be able to return to reporting on Nintendo.

Look into my eyes

Miyamoto gazes into the future and he sees...

New technology. Games being bought via satellite systems. And, finally, recognising that the games market *is* international. Miyamoto has done a lot of talking and made some firm promises, this month.

In an interview with Japanese games magazine Famitsu, Nintendo's premier gaming mind – along with Yu Suzuki of Sega's AM2 division (responsible for *Sega Rally* and *Virtual On* among others) and Hinorubu Sagauchi, producer of the *Final Fantasy* games – talked about the future of gaming and came out with some interesting ideas. Now all we've got to wait for is the results!

Speaking about the purchase of games, Miyamoto had this to say: "I think that normal distribution channels will be replaced by a network. You'll be able to purchase (games) in your own home (via) a telephone circuit. There will most probably be a fee for such use." Interesting.

Asked how technology could change, he then added: "It will depend on the developers' flair for inventions. Games will evolve depending on these inventions." So is Shigs planning an N64 follow-up machine, then? "I only *cling* to the idea of invention. There's nothing on my plate, but I work as though there is something there." Meaning what? That Miyamoto prides himself on always trying to stretch the N64's capabilities. Bless.

Most interesting of all, though, is Miyamoto's last point. "I think that games will go the international route. I think that Japanese developers should recognise that there is an international market out there." Really? Does that mean we might get Nintendo's games quicker? We can but hope, eh?

way





actually it's more like tackling an obstacle course out of the Krypton Factor), I often daydream about purchasing one of those air-horns; you know, like you hear at football matches. Then, just as the next person stops suddenly, and without warning, in front of me to carry out some essential activity such as scratching their nose, I could let them have it with full 200 decibel force.

It's a constant fantasy. I would, therefore, like to propose the next N64 sim, entitled 'Let's go walking happy together with us', the gaming world's first walking simulation, aimed primarily at people who aren't very good at it. To this end, I am canvassing the likes of Maxis, EA, and other sim game makers in an attempt to press home my ideas.

Players can select one of six characters (four available at the start and two hidden) and must then negotiate a variety of different courses on foot. The courses are modelled in 3D with undulating terrain and the ground underfoot changing throughout the game: from firm to muddy, right through to swamp or sheet ice at the higher difficulty settings. Each stage culminates in the player having to guide a favourite family member over a randomly-selected pedestrian crossing in the notoriously jam-packed, busy Shibuya district of Tokyo.

Control resembles the speed skating sections of Konami's *Nagano Winter Olympics*, so a gentle, rhythmic action on the R button is the strategy most likely to succeed. For that extra challenge, adept players may unlock the secret 'Bowser the bow-wow' dog character, requiring more advanced co-ordination skills for that truly special four-footed experience. The potential market for such a game is enormous, just in Japan – a real 'must-have' title which will give the console a fresh lease of life in its home country.

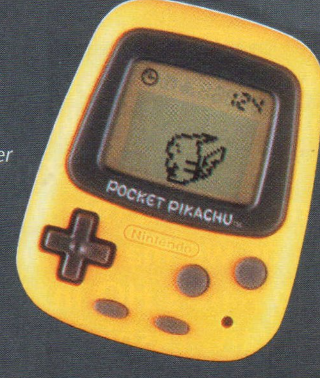
Gearing up

What with *Zelda* slipping to November, and Japan yet to really take to the N64 in bulk, you'd think Japanese gamesplayers might not be as excited as they should about Nintendo's BIGGEST EVER GAME.

Not a bit of it. In this month's Famitsu, the top ten most anticipated games featured *Zelda 64* at an incredible number five, above such stalwarts of the list as *Metal Gear Solid* and *Virtua Fighter 3*. The importance of this can't be underestimated, particularly as the likes of *Metal Gear Solid* have been riding high in the charts for months *and* it's one of the PlayStation's most sought after titles (the PlayStation, remember, has been selling almost five times as many machines as the N64 in Japan). Could this be a sign that the N64 will start storming back come November and the release of Nintendo's stunning action RPG? Ooooh, yes.

Also in the top ten was *Mother 3*, a 64DD RPG that has seemingly disappeared off the face of the Earth, and at number 14 *F-Zero X*, Nintendo's super-fast space racer. And can you guess what Nintendo-related game was at number two? Of course, yes. *Pocket Monsters Gold/Silver*, the Game Boy's next installment of the creature-packed RPG-thing. Exciting times ahead, then?

Too late



In an audacious and pioneering PR move, Nintendo of Japan released publicity shots of their cute, new Pikachu handheld games machine a startling eight days after it hit the shelves of Akihabara. Er, yes, that's right, *after* its release. Good job, Nintendo – that'll silence critics of your marketing, eh? (Despite this, Nintendo sold 400,000 units in the first week – Aaaargh!)

Extremely Adept Dude?

Just who IS that chap on all of *1080°*'s high score charts? Who can we blame, hate even? The head programmer, perhaps, or chief designer – someone with access to the developers' code who could ensure you'd have to work really hard to unlock those secret boarders? Actually, says Nintendo PR spokesman, Hongo-san, they are the initials of the company's 'information development section'. Of course, not all Japanese squiggly things translate too well into English, so for the benefit of non-conversant Westerners, the Nintendo Team simply recorded it as 'EAD', for 'Entertainment Analysis & Development'.



Hongo-san speaks

Nintendo PR wizard Hongo-san has been answering readers' questions in this month's round-up of gaming magazines. Asked why the *Zelda* cart is so huge at 256Mb, he explained that it was basically down to squeezing the impressively-massive boss characters, and the extensive overland maps, into the box. Mr Hongo added that the unique 'growing up' feature experienced by Link throughout, and the increased levels of action, both made the game notably more complex and that we will all better understand his meaning when the cart eventually arrives this autumn. Okay, boss.

Charts

1. *Jikkyou Power Pro Baseball 5*
2. *Yoshi's Story*
3. *Bomberman Hero*
4. *FIFA: RTWC*
5. *Famista 64*
6. *Diddy Kong Racing*
7. *Super Mario 64*
8. *Mario Kart 64*
9. *Ganbare Goemon*
10. *Tamagotchi World*

LEARN JAPANESE



The Japanese may well be renowned for being the politest nation on Earth but as you struggle around the packed streets of Tokyo YOU DON'T HAVE TO BE!

すみません、どけて頂けますか

suminmasen, dokete itadakemasuka (very polite) = 'Kindly move out of the way'

すみません

suminmasen, (less polite) = 'Excuse me'

邪魔

jama! (not at all polite) = 'Move!'

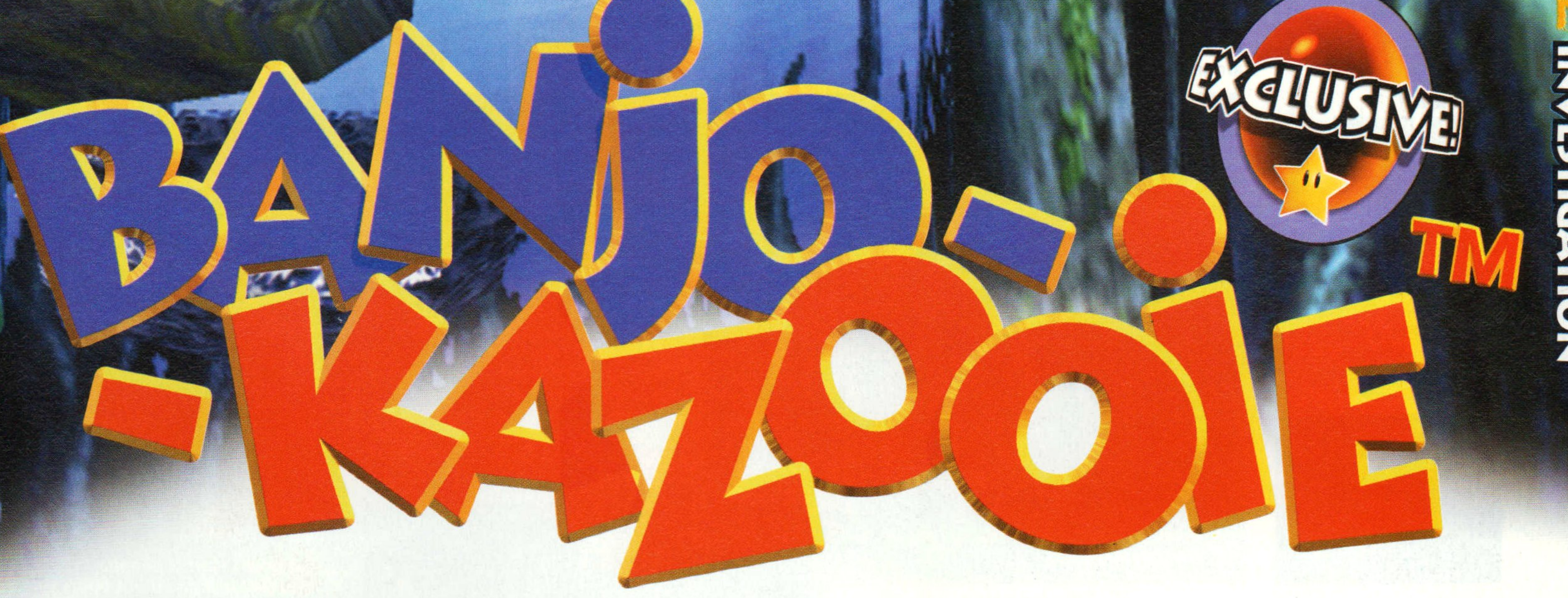
歩るいているんですか、
それとも日向ぼっこをしているんですか？

aruiteirun desu ka, soretomo hinatabokko o shiteirundesuka = 'Are you walking, or sunbathing?!'


N64 Magazine's Special Investigations can take us all over the world. Passports weren't needed this time, though, as we made our way to Rare's HQ in Warwickshire.
NEW!
N64 MAGAZINE
SPECIAL
INVESTIGATION



Another day at Rare, another astounding game to see. We could get used to this...



Banjo-Kazooie	
NINTENDO/RARE	
Early July	1
US release 30th June	

A phone call summons us to Rare's Twycross base. We run from the office, leap into N64's commodious company car and head off up the motorway at speeds police patrols tend to frown on. Two and half hours later, we're winding our way through Warwickshire's country lanes, approaching Rare's secret hideaway.

We've been called to come and see *Banjo-Kazooie*. The game's finished by-and-large – Rare have a slave ship of games-testers working night and day to iron out all the little bugs and wrinkles. Other than that, it's done. We're excited about seeing it properly for the first time. Playing it at Space World back in November it was almost, *almost* as impressive as *Zelda*. Knowing Rare, things can only have got better.

Our contact at Rare greets as at the gate. A man known for security reasons only as 'Big Trak', he shows us into the purpose-built conference room and the heavy security door swings shut behind us with an ominous 'pfthuttt'. We notice a development cartridge standing ready in an N64 under a large Sony Trinitron TV. Big Trak picks up a remote control, dims the lights, turns on the TV, leans forward to switch on the N64, and, and, and, and…

We are utterly amazed.



The Rare bear essentials

Banjo is a honey bear. Kazooie is a red-crested breegull. Rare's naming department has not yet got its act together.

Banjo and Kazooie are best friends. Banjo is the easy-going type, but Kazooie is more of a loud-mouthed troublemaker. When Tooty, Banjo's sister, is captured by Gruntilda, Kazooie offers to help Banjo rescue her, and they travel off together with Kazooie safely tucked up inside Banjo's backpack.

Banjo

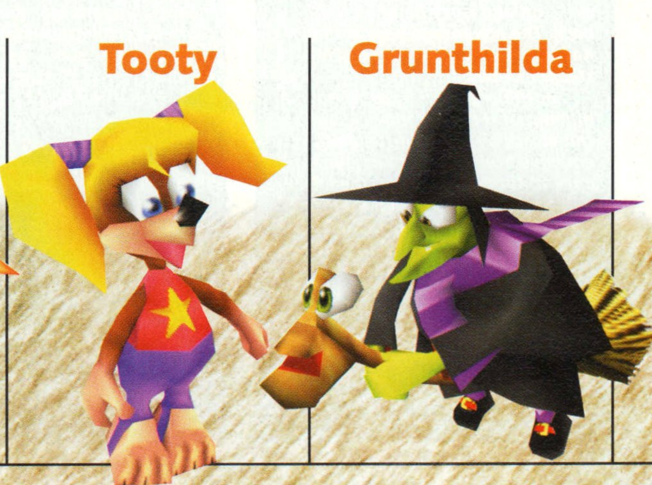


Kazooie



Tooty

Grunthilda



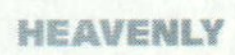
START HERE

There are nine worlds in *Banjo-Kazooie*. We've already seen a lot of the first three – Mumbo's Mountain, Treasure Trove Cove and Clanker's Cavern – so this time we'll concentrate on the last six. Here goes then...

BUBBLE GLOOP SWAMP

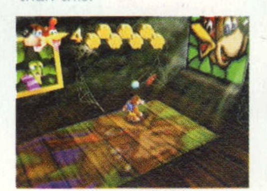
A gloomy level, this and a dangerous one. As the name suggests, things aren't too firm underfoot, but to make it even more dangerous, every gallon of water is infested with bear-snapping piranha fish. If Banjo and Kazooie are to cross these areas, Kazooie will need to be wearing her protective set of gumboots.

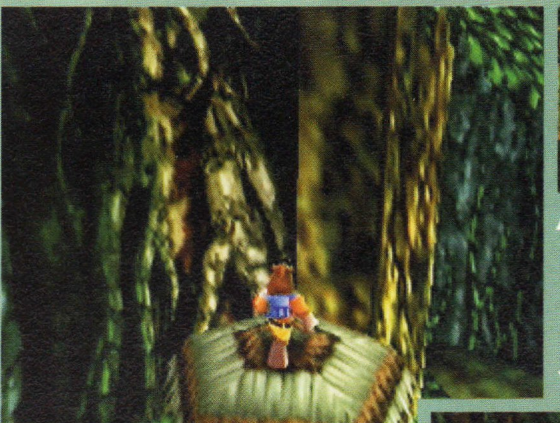
Collecting enough Mumbo tokens and locating Mumbo's hut allows Banjo to be transformed into a little crocodile, complete with blue backpack and yellow shorts. As a little croc, Banjo is now immune to the piranha fish, making getting around a whole lot easier.



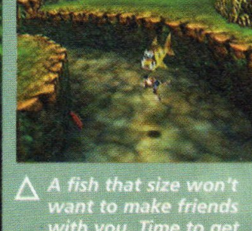
LOOK AT THIS! Not only does this stained glass window have a picture of Banjo and Kazooie carefully picked out within it, it also casts a multi-coloured shadow on the floor, picking out the same image in reverse. Superb!

If you needed a tiny example of how lovingly B-K has been stitiched together, look no further than this.





△ *Even the roof of this little hut has been lovingly designed.*



△ *A fish that size won't want to make friends with you. Time to get Kazooie out for some faster swimming.*



◁ *Quickly! Get Kazooie to lob an egg into this guy's open mouth.*



△ *One of the level's ten pieces of golden jigsaw.*

Kazooie tries a Rat-a-tat Rap attack on this shambling ugly boy. ▽



▽ *The green stuff is piranha-infested. Tricky without boots on.*



Sing-a-longa-Tiptup

A great little sub-game this, giving you the chance to listen to the singing of the Tiptup choir. When Tiptup raises his conductor's baton, his choir of baby turtles start to sing. If you can copy their tune (by bashing the right turtle on the head in the right order), Tiptup will reward you with a golden jigsaw piece.



Top 20 essential *Banjo-Kazooie* facts

1 *Banjo carries his friend Kazooie in his backpack. However, if it's necessary, Kazooie can extend her long legs out of the rucksack and carry Banjo on her back. The advantage here is that Kazooie can run faster and climb steeper slopes.*

Both Banjo and Kazooie have a number of different moves. Banjo can attack by forward-rolling into enemies (run + B) and Kazooie can peck at them (A to jump, then B in mid-air). Some combined attacks are the 'beak barge', (shoulder charge and peck – Z and B) and the 'beak buster' which is a sort of stomp from mid-air (B and then Z). Kazooie can also fire eggs that Banjo picks up along the way. Holding Z and pressing Top-C fires eggs forwards and holding Z and Bottom-C fires them to the rear.

2 *Kazooie can use her wings to help Banjo in a number of ways. On land, she can extend them to help Banjo somersault up to higher ledges; underwater they are useful for powerful breaststrokes, moving Banjo and Kazooie faster than Banjo's rather slow doggy-paddle.*

Find a red flight pad, though, and the B-K collective are launched into the air, allowing Kazooie's wings to support them in glorious flight. To gain height, Kazooie can flap her wings (press A), but doing so costs her one red feather. These must be picked up beforehand, but there're only a limited number per level. In flight, Kazooie can also dive bomb enemies and objects. This is an excellent method of attack – just press B once you're lined up with your target.

3 *The Witch's Lair is an enormous series of caverns, off which the entrances to the game's nine main worlds lie. It's a similar system to Adventure Island in Diddy Kong Racing, except the lair is far bigger and presents its own set of dangers to our two illustrious heroes.*

4 *The main collectable in the game are gold jigsaw pieces. There are ten to collect on each level and your reason for gathering them is to fill in the missing pieces, in the pictures inside the Witch's Lair. Once a picture is completed, a new world opens up. Most of the ten jigsaw bits hidden within each level are revealed as a reward for solving puzzles. But some are only available once you've turned into the Mumbo creature specific to that world. More of that later...*

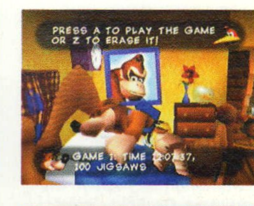
FREEZEEZY PEAK

Well it had to happen. After *Diddy Kong Racing*, Rare's staff were so good at snow worlds, ***Banjo-Kazooie*** just had to have one. And here it is, in all its massive majesty. There's an enormous Christmas tree to climb – you can go up inside its branches as well – along with a giant snowman in the middle.

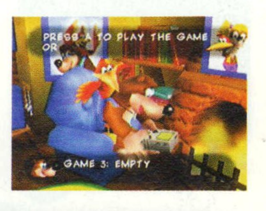
Progress around Freezeezy Peak is hampered by smaller snowmen, intent on throwing life-draining snowballs at you all the time. The crosses on their tall top hats are an all-too obvious clue as to how to deal with them.

SAVE ME

No boring save slots on a flat backdrop for *Banjo-Kazooie*, oh no. Instead, the three game save slots available on each cart are represented by three different Banjo's relaxing in various ways inside his house. Save slot one, for instance, sees Banjo fast asleep in bed. Save slot two has him slaving over a hot stove making dinner. The final slot has him relaxing by the fire playing with – what else? – a Game Boy. It reminds us a bit of the boarders' lodge in *1080°* and it's just another example of Rare's fantastic attention to detail.





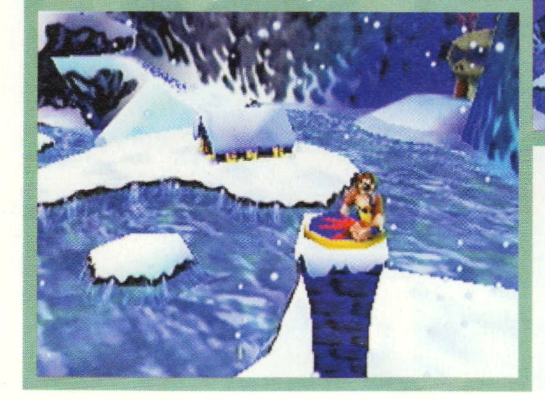




Each flap of Kazooie's wings gives our dynamic duo some extra height, but costs Kazooie one red feather. ▽

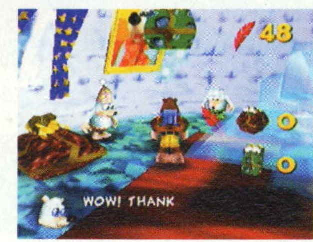
◁ Success! A completed task frees a piece of golden jigsaw.

▽ Fat boy here needs his indigestion cured.



△ Most of the characters you meet in the game have something to say.

▽ This is a flight pad. It's a taking off point for Kazooie to fly with Banjo.



Present tense

To earn yourself one of the ten pieces of golden jigsaw puzzle on Freezeezy Peak, you'll need to have a go at playing Santa and deliver a sack-load of presents. These have to be scavenged from elsewhere in the level and it's certainly no easy task getting hold of them.

5 *There are plenty of other things you'll need to keep your eyes peeled for. Each level has 100 musical notes spread around it, for instance. If you have enough of these, you can open the note doors in the Witch's Lair. This allows you further into the lair to access later level pictures.*

6 *Jinjos. They're brightly-coloured little creatures driven into hiding by Gruntilda for being too cheerful. There are five to find on each level, and when you have all of them, a jigsaw piece will appear for you.*



7 *Along with all the other tricks that Kazooie can perform with her wings, she can also make herself and Banjo completely immune to attack. To do this, Banjo first has to collect some of the golden feathers scattered throughout the levels. If she has the golden feathers at her disposal, Kazooie can spread them around herself and Banjo, forming an impenetrable shield.*

This invincibility is time-limited – a counter counts down as your feathers are used up. When they're all gone you revert to your vulnerable self.

8 *Banjo and Kazooie's energy bar takes the form of a honeycomb at the top of the screen. The comb has five sections, and each hit will deplete it by one. Top-up energy can be found in the form of honeycomb pick-ups hidden around the levels.*

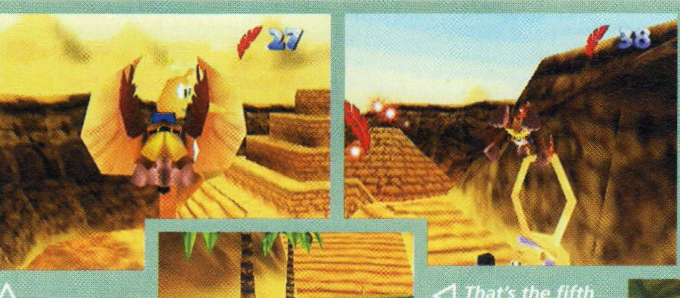
The energy bar can also be permanently extended by picking up special honey segments, which get added to a six-part frame that pops up in the bottom-right of the screen. Once all six segments are filled, an extra honeycomb appears on your energy bar.

GO! GO!

GOBI'S VALLEY

Deserts then. And what do deserts have in them. Apart from sand. And camels. Yep, pyramids it is, and Gobi's Valley is stuffed with them. Standing atop the central one, you can really get an idea, not only of how large *B-K*'s worlds really are, but just how far into the distance you can see. There's no misting *at all*, the view just goes on for ever.

Of course it'd be impossible for the N64 to show every single detail for miles into the distance so, if you watch closely, you'll see objects fading into view at the edge of your horizon. This is a far better idea than having them just 'pop-up' out of nowhere, and one that works really well.





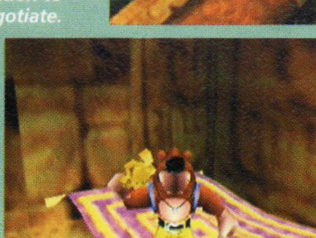
Plenty of flying to be done in Gobi's Desert. You can see for miles!

Some precision flying is required to get through these rings.

That's the fifth Jinjo found, then.



Each world has a maze section to negotiate.



Success! One down, nine more to go.

Rare's interpretation of the Sphinx. Yes, very nice.



On-screen hints, ahoy! You'll never get hopelessly stuck.

THE FLY-NAL CURTAIN

The storyline yes? Gruntilda's fed up with looking like the back end of a bus and kidnaps Banjo's sister, Tooty, to try and steal her looks. To accomplish her beauty thievery, she's built herself a machine, suspiciously similar to the one Jeff Goldblum had so much fun with in The Fly.

If you die in the game, the screen dissolves to a brilliant cut scene – possibly the best seen on the N64 to date. A witch henchman loads Tooty into one of the chambers of the Beauty Stealing Machine™. He then crawls back to the controls, throws a switch and the machine bursts into life, throwing out electric sparks and wobbling violently. When the commotion dies down, the new look Gruntilda steps out in a distinctly more pleasing form. Poor Tooty, on the other hand, limps out as a misshapen, lopsided, four-legged mutant. Nasty.



continued on opposite column

9 Other pick-ups scattered around the level include eggs (missiles for Kazooie to fire), red feathers (used for flying as described earlier), extra lives (usually well-hidden and in the form of little Banjo statues), wading boots (which let Kazooie walk in dangerous places, such as the piranha-infested water in Bubble Gloop Swamp) and running shoes (which give Kazooie extra speed). On top of all these, there are also Mumbo tokens...

10 Mumbo the Witch Doctor has a holiday home in many of the game's nine worlds. His job is to turn Banjo and Kazooie into an animal, native to the world they're in. In Freezeezy Peak, it's a walrus; In Bubble Gloop Swamp it's a crocodile; and in Mad Monster Mansion, it's a little pumpkin. Each time, you can tell the creature is still really Banjo and Kazooie because they all have little yellow shorts and blue backpacks.

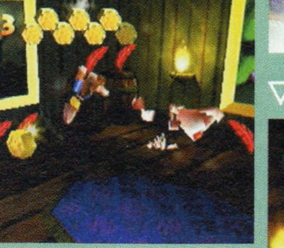
Why change into a new shape? Well, some jigsaw bits can only be found using the specific abilities of the new animal. Brilliant, eh?

11 Banjo and Kazooie have a friend to help them through the trials and tribulations of their adventure. His name is Bottles the Mole, and whenever you see a molehill in the game – sometimes in the most unlikely of places – pressing B will summon him out of the ground. He doesn't get on with Kazooie too well, but Bottles' heart's in the right place and he's usually got something useful to say.

12 In some of the levels, jigsaw switches appear. Activating these causes a piece of golden jigsaw to appear somewhere in the level. Quite often, jigsaw switches are time-limited, and you'll need to get to the jigsaw piece before the egg timer, in the bottom-left of the screen, runs out.

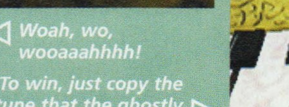
MAD MONSTER MANSION

While the graphics in the worlds up to Mad Monster Mansion have contented themselves by zipping along at a level of outstanding excellence, it's at this stage they take a turn for the downright amazing. Mad Monster Mansion might be a bit gloomy, but it still bustles with action and colour, from the animated gravestones that chase Banjo in the grounds of the mansion, to the semi-transparent, ghostly henchman, Crusty. Watch out for Loggo the toilet in Monster Mansion – special delights are hidden just around his U-bend, if only Banjo was small enough to fit. Perhaps a visit to Mumbo would be in order…



△ Collect the red feathers for later flights.

▽ Scary ghosts are go inside the mansion.



▷ Loggo the toilet. Yes. Anyway, Banjo needs to visit Mumbo before he'll fit down here.

TOO FAT TO FIT IN LOGGO'S MOU

▽ The Mansion's dark and ghostly exterior.





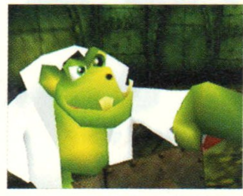
◁ Woah, wo, wooaaahhhh!

To win, just copy the tune that the ghostly hand plays. ▷



THE FLY-NAL CURTAIN continued



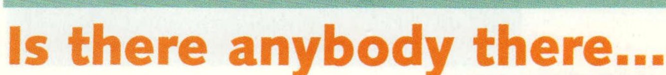








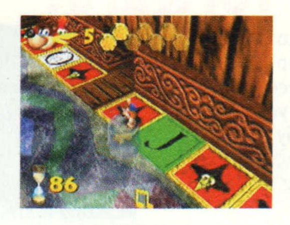


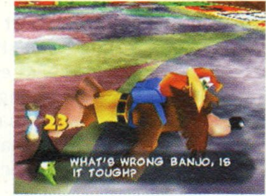


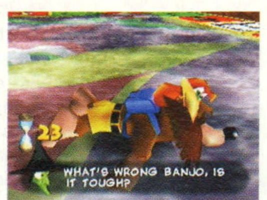
Is there anybody there...

Hop aboard a giant glass and control Banjo and Kazooie's movements on this giant ouija board. If you can spell out the right message – and you don't need to be a genius to work out what it is – you'll be rewarded with a piece of golden jigsaw. You'll have to avoid getting hit by the ghost as you go, though.

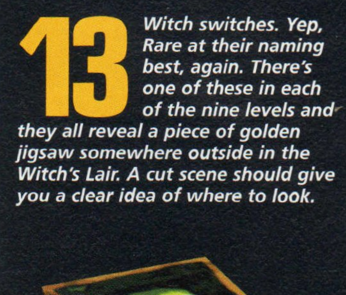






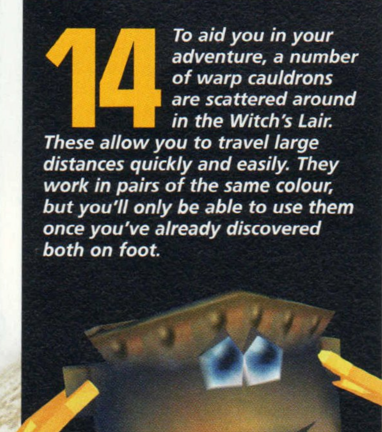


13 *Witch switches. Yep, Rare at their naming best, again. There's one of these in each of the nine levels and they all reveal a piece of golden jigsaw somewhere outside in the Witch's Lair. A cut scene should give you a clear idea of where to look.*

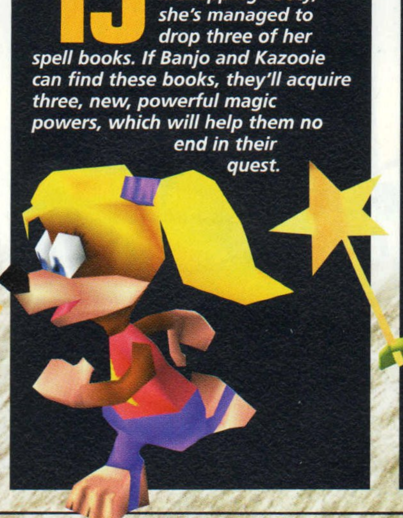




14 *To aid you in your adventure, a number of warp cauldrons are scattered around in the Witch's Lair. These allow you to travel large distances quickly and easily. They work in pairs of the same colour, but you'll only be able to use them once you've already discovered both on foot.*



15 *A careless witch is Gruntilda. In kidnapping Tooty, she's managed to drop three of her spell books. If Banjo and Kazooie can find these books, they'll acquire three, new, powerful magic powers, which will help them no end in their quest.*



16 *Brenthilda is Gruntilda's sister and she's turned out as a much nicer person, probably because she got a better name at birth. For whatever reason, she's as keen as Banjo and Kazooie to see her evil sister overthrown, and she'll help our heroic twosome wherever she can.*



GO! GO! ▷

RUSTY BUCKET BAY

Who says the N64 can't do 'grown up'? Okay, so it might still be a cartoon bear with a bird in his backpack, scrambling around the walkways and tunnels of Rusty Bucket Bay, but the whole scenario could have easily dropped out of ***Hybrid Heaven***, or something else far less light-hearted than ***Banjo-Kazooie***.

The level is set in a run-down dockyard, with one enormous steel cargo ship moored against the quay. Banjo can board the boat and explore below deck, and in the hold. Back on the quay, he must climb and use one of the dockside cranes to get at some pieces of golden jigsaw trapped on deck. Quite simply, stunning.

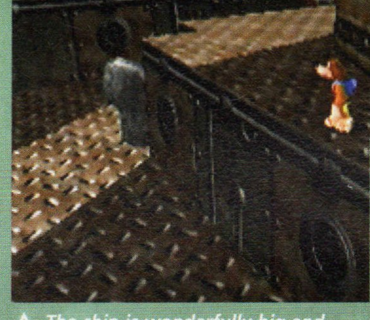
OUR UNCLE THE ASPIDISTRA

DOES *ANYONE* REMEMBER THE ADVENTURE GAME? Pardon my desperation, but it can't just have been me watching BBC2 in the early 1980s. It was set in space, there were rubbish aliens, puzzles, and it always ended with a challenge, based on a huge square of coloured floor tiles.

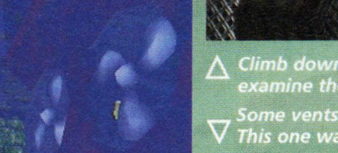


The link? Well, battle your way through *B-K* and you end up here, a massive Adventure Game style puzzle. Step on a tile and the game sets you a question. Answer correctly and you move on. The questions are all based on the game itself, and sometimes involve showing you a scene or a character from one of the worlds and asking you to identify where they come from. It's sort of like *Jeopardy*, except a billion times better.





△ The ship is wonderfully big and there are loads of places to explore.



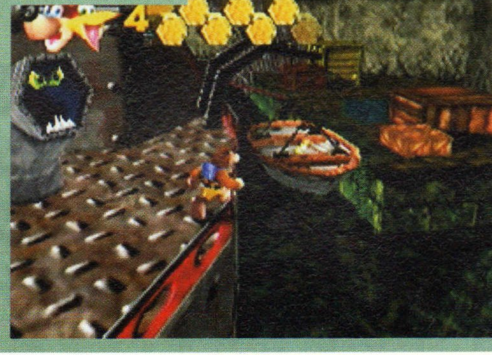
▷ Underwater, the propellers must be stopped before you can collect the puzzle piece.

△ Climb down into the hold to examine the ship's cargo.

▽ Some vents you can climb in. This one wants to bite you.



Oh! Look at the lighting effects here. Chuffin' brilliant. ▷



Crate leap forward!

What else would you expect to find in the hold of a rusting cargo ship? Of course, packing crates with eyes, bent on jumping on you and crushing you to death. This sequence is actually a fight for another piece of golden jigsaw, and only concerted roll and peck attacks will see Banjo through.







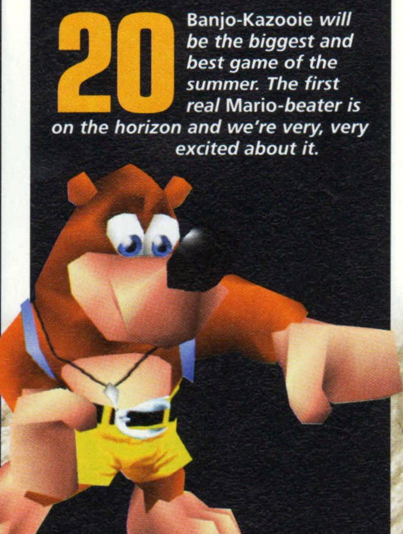
17 *The 3D camera in Banjo-Kazooie is one of its most outstanding features. It's not semi-automatic like Mario's, instead requiring a certain amount of adjustment as you play the game. This mainly consists of altering the angle at which the camera views Banjo and Kazooie, and is easily – subconsciously after an hour or so's play – controlled with the Left and Right C-buttons. On top of this, Top-C changes the camera to a Banjo's-eye-view, with the analogue stick allowing him to gaze left, right, up and down. The Bottom-C button, on the other hand, controls the two levels of zoom on the normal view.*

18 *If Banjo and Kazooie are running low on energy, Banjo can break open a bee hive and help himself to the honey within. Sometimes, however, these beehives are fiercely guarded, and stocking up on goodies can be a risky business.*

19 *Rare's PAL conversion will be up to their usual high standards. The game won't be dogged by screen boarders and the action will rattle along at exactly the same speed as the American and Japanese versions. Best news of all, is that Banjo should be out in Britain at almost exactly the same time as in America – the gap should be no more than a couple of weeks or so.*



20 *Banjo-Kazooie will be the biggest and best game of the summer. The first real Mario-beater is on the horizon and we're very, very excited about it.*



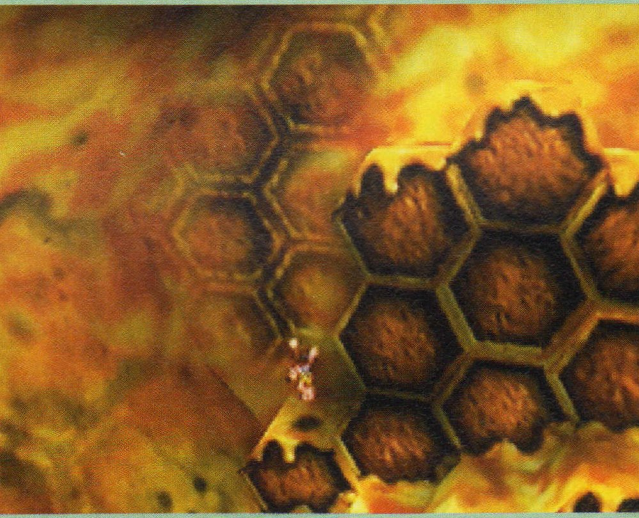
CLICK CLOCK WOOD

The ninth and final world, makes a bit of a departure from the pattern set up by the previous eight. Click Clock Wood consists of the same world – it's based around an enormous tree – in four different rooms, one representing each season. In the spring version rain gently falls and flowers sprout. In summer, fields of wheat obscure all but Banjo's head as he pads through them. In autumn, the leaves are falling and everything has turned a deep autumnal brown. Winter, of course, is a return to the frozen conditions of Freezeezy Peak.

Each season has different objectives which must be completed before Banjo can move on in time. It's all beautifully worked out and one of the most ambitious parts of the whole game.



◁ Autumn, and things have gone all russet and brown.

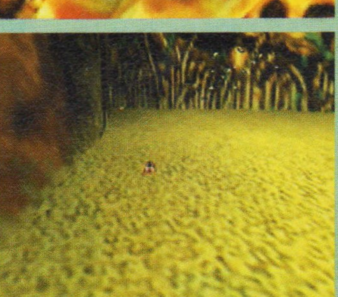


Inside a bee hive. Okay, so the scale's gone to pot but who cares? The game's too good to criticise things like that. ▷

▽ They are not friendly eyes. Best to skirt carefully around this chap.



◁ Use the Banjo view to look at the level from the first-person perspective.

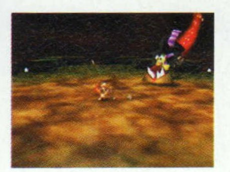


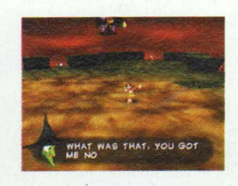
Lost in a field of wheat. ▷

SMACK MY WITCH UP

After the puzzle game, you climb into the lair of the witch herself. We thought it'd be best not to give too much away about this final battle but we will tell you it's not easy. There are fireballs, thunderbolts and, by the end of it, you could have a deep-seated dislike of broomsticks. Hmmm.





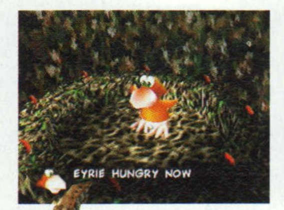






Feed me!

In spring, Banjo finds a giant nest with a giant egg lying inside it. Hatching the egg releases a baby eagle (*Eaglet, I think you'll find* – Wil) called Eyrie. Banjo's job in the next two seasons is to collect enough caterpillars for Eyrie to grow into a big, strong, adolescent eagle. If he does get strong enough, he'll fly off in the winter, leaving a reward behind for Banjo.





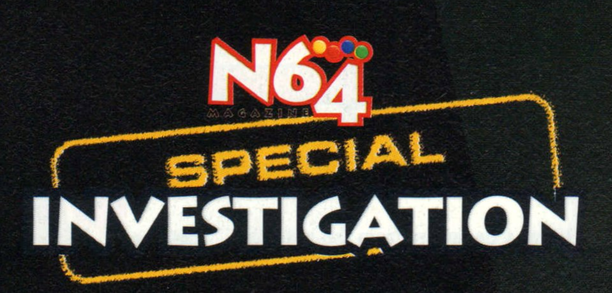




How much longer?

Not long. *Banjo* has a 30th June release date in America and our version should arrive a couple of weeks later. We were impressed with the game at Space World, but it's come on miles since then. The later worlds have graphics of a quality never before seen on the N64 – they're truly astounding. There's just so much crammed into the 128 Megabit cart, so much variety and imagination, we're really beginning to think that we might have the first genuine challenger to *Super Mario 64* on our hands.

TO BE CONTINUED... We'll be the first magazine in the world to complete *Banjo-Kazooie* in our review next month.



When is a sequel not a sequel? N64 Magazine investigates Rare's follow up to the world-conquering *GoldenEye 007*, but James Bond is nowhere to be seen.



PERFEC

BEYOND BOND
It's always been made clear that Rare's follow-up to *GoldenEye* would not be a James Bond game. For reasons best known to themselves, MGM, the owners of the Tomorrow Never Dies licence, saw fit to sell it to Electronic Arts. Considering that before Rare came along, the Bond games were notable only for their sheer lack of quality, and that the success of *GoldenEye* almost certainly raised the value of TND, it's ironic that Rare didn't have first refusal.

Black Ops, the development house now working on *Tomorrow Never Dies* have only recently showed the game in playable form. Those who have seen it, count 'underwhelming' as one of the more generous adjectives to describe it. It has got a sniper mode, mind. Where *do* they get their ideas from…?



Perfect Dark		
RARE		
UK	1999	1-4
US release 1999		

T DARK

The 'GoldenEye Engine Game' is no more. *Perfect Dark* is the name that every *GoldenEye* player has been waiting for since they triumphed on Egyptian in 007 Mode. Part GoldenEye 2, part all-new title, the nine-strong team at Rare have been working on the game for nearly seven months now and, as expected, it's looking absolutely stunning.

Leaving Bond behind, *Perfect Dark* promises to mix action, stealth and intelligence in the same proportions that made *GoldenEye* – for many – the finest game on the N64. An improved four-player game, sharper graphics, more gadgets, new animations, aliens – *Perfect Dark* is a bigger, better, faster, smarter *GoldenEye*, and only the N64 and Rare could manage it.

To investigate *Perfect Dark* meant a trip to the E3 games show in Atlanta. As an introduction, a short video of the game was playing in a specially-built mini-cinema on Nintendo's stand. For a select few – those who failed to believe that the game's crisp graphics were really running on the N64 – a short demo cartridge was also available for viewing behind closed doors.

For the biggest story of 1998 so far, turn the page…

GO! GO!


WHO?

Lead Character: Joanna Dark
Codename: Perfect Dark
Job: Secret Agent
Employer: Carrington Institute

Notes

That's right, the trigger finger you'll be pulling this time belongs to a girl. Rare haven't made it clear whether Joanna is British or American (or what exactly the Carrington Institute is) and nor have they let on too much about her background. We're hoping for a Diana Rigg-style Avenger, though.

WHAT?

Mission: Investigate multi-billion dollar DataDyne corporation
Suspected offences: Major International naughtiness

Notes

The year is 2023. Joanna's investigation of DataDyne leads her to suspect that the company is harbouring extra-terrestrial lifeforms. Joanna must infiltrate the company and distinguish which aliens pose a threat to earth, and which should be saved.

WHERE?

Locations: Northern California, Chicago, underground labs, sea-bed alien shipwrecks (revealed so far)

Notes

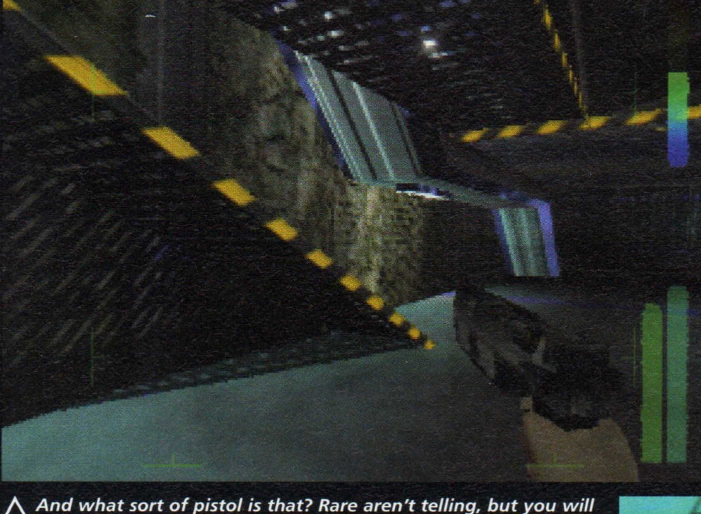
Rare remain customarily tight-lipped about exactly where Joanna's mission will take her. So far, we know that some time-travelling is involved, that at least two levels take place underwater ('Deep Sea' and 'Marine') and at least one occurs on an airfield ('Air Force 1'). The team are currently working on 12 levels, with at least eight more to follow.



△ *Perfect Dark will keep GoldenEye's health system: once you've been injured, you won't be able to recover until the end of the level. Body armour might still be a factor, though.*

△ *On top of the DataDyne building. All a bit Blade Runner-esque.*

A corridor section shows off the game's new lighting effects. Bit of refraction in there too! ▷



△ *And what sort of pistol is that? Rare aren't telling, but you will be able to use two guns at once.*

Part of the 'rescuing the good alien' sequence. Joanna pushes the trolley while keeping one hand free for her gun. ▷

HOW?

Gadgetry: Mines, heat-sensitive autofire machine gun (revealed so far)
Transport: Anti-gravity bike

Notes

Rare boast that *Perfect Dark* will use an even wider range of equipment than *GoldenEye*. The heat-sensitive gun auto-targets on moving objects and makes a noise to rival the KFV Soviet. Mines are more than just a weapon; they are also used to blast access into some areas. The anti-gravity bike works in a similar way to the tank in *GoldenEye*, except that it moves silently.

As far as Joanna's actual abilities are concerned, she's able to push objects along in front of her, a skill vital for completing some parts of her mission. For instance, one of the aliens held by DataDyne must be rescued. When Joanna finds it, she must push the trolley it's lying on through a series of rooms to safety. The alien, by the way, is a little Roswell-ish, with a big head, small limbs and slanted eyes.

HOW? (PART 2)

Game style: First-person
Technical improvements: Real-time lighting, raytracing, reflections, Dolby Surround Sound, increased frame rate

Notes

Perfect Dark's use of the *GoldenEye* engine is clear. The game moves in a similar way and the version at the show used the same enemy animations; although this is purely because the team haven't got around to generating any new ones yet.

However, many improvements are obvious. The game is choc-full of different texture maps, improved lighting effects and seems to run at a higher frame rate than *GoldenEye*. The inclusion of Surround Sound is a technical masterstroke by Rare, and when you consider how well soundtrack and effects were used in *GoldenEye*, it's a positively mouth-watering prospect.

WHEN?

Rare's estimate for game completion: "When it's finished"

Notes

The original *GoldenEye* took almost three years to complete, but a lot of this time was spent getting to grips with the N64 hardware and designing the engine. *Banjo-Kazooie* was rolled out of Rare in around 16 months. Our estimate for *Perfect Dark* would be a little longer – about ten months from now – but we'll keep you up to date with any news, as and when we get it.



△ Notice the skylight casting light on that wall? And look at the reflections on the floor.

△ A guard with his back to you. That's just begging to be lugged in the back of the head, that is.

▽ Joanna aboard her hover bike. Will other vehicles be included in the game? We certainly hope so.

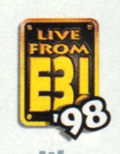




This is going to blow everything away. The video demo could've been running off a 3DFX card, it was that sharp. The levels are super-detailed, but you can still tell it's drawn from GoldenEye. It's going to be amazing – it nearly made me cry.

△ All enemy animations are drawn from GoldenEye at the moment, but that's just a temporary measure.

TO BE CONTINUED... We'll be prising more *Perfect Dark* snippets from Rare next month.





A to Z of E3

Over 80 games, the majority of them playable. New announcements and old favourites – the N64's never had so many titles to look forward to. Here's what roving reporter Tim made of them all

A

All Star Baseball '99

PLAYED IT!

From: Acclaim
Due: 4th quarter '98
Type: Sport

Graphically amazing. High res, smooth, full of character. What a shame it's based on the most tedious of all tedious American sports.



All Star Tennis

From: Ubi Soft
Due: 4th quarter '98
Type: Sport

The N64's first tennis game was only playable on the PC but was looking good fun, if a bit rough round the edges.

Battletanx

From: 3DO Company
Due: TBA
Type: Action

This one looks surprisingly good. A video showreel was on display, featuring tanks battling in some very realistic cities. It's fast and furious, with smooth graphics and plenty happening on screen. We'll let you know how it plays just as soon as we can get hold of a preview copy.

Buck Bumble

PLAYED IT!

From: Argonaut/Ubi Soft
Due: September
Type: Action

See page 22 for details on Argonaut's new sting-'em-up.





B

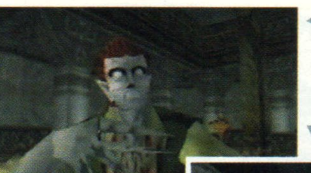
Body Harvest

PLAYED IT!

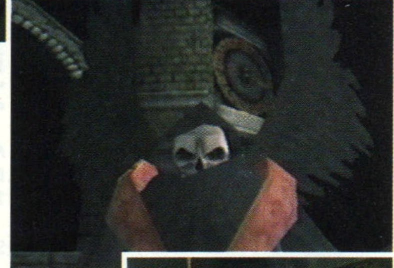
From: DMA/Gremlin
Due: Summer
Type: Action/RPG

DMA's multi-vehicular blasting adventure wasn't the most impressive game to look at at E3, but it was certainly one of the most fun to play, and it's absolutely huge. You get to use well over 100 different modes of transport, ranging from biplanes to huge American cars, and a vast range of artillery. Only three levels were on show, each divided into four quarters, but that was still far more than we could see in the limited time available. We'll bring you more news on this very soon.

C



In the video, you zoom right into this guy's eyes. 'Orrible, it was.



"Ha, ha! I'm Death. Actually, no, I'm just some bloke in a Halloween mask."



Castlevania

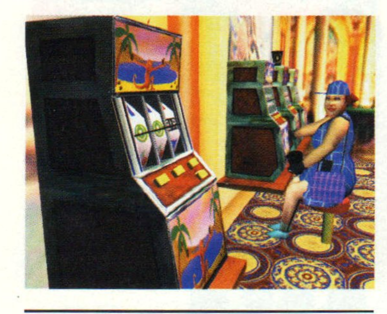
From: Konami
Due: November
Type: Action/RPG

On video only – still looks promising though. With such a strong heritage from its many previous outings, *Castlevania* is guaranteed a great deal of attention when it's finally released in November, and with the reputation of such a huge series at stake, you can bet that Konami won't settle for anything less than a top class game. We'll have a full playtest of it next month.

Caesar's Palace

From: Crave
Due: TBA
Type: Sports

Surely the only excitement you can have at a roulette wheel or blackjack table is when your wife and children are sitting at home wondering why Daddy is so late back from the office, and all the time your mortgage is riding on the outcome of a 50-50 bet. But if you're inclined to blow the occasional £50 on the horses, then perhaps you'll relish the prospect of spending a week's food money on a glorified slot machine simulator.



Charlie Blast's Challenge

From: Kemco
Due: Late '98
Type: Puzzle

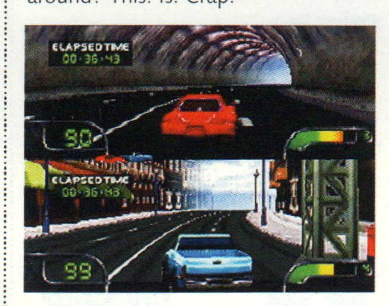
A sort of 3D puzzle version of *Bomberman*, as far as we could tell. Graphics are crisp and high-res, and there's a four-player mode crammed in. Could be interesting.

Cruis'n World



From: Midway
Due: October
Type: Racing

Why would anyone want to make a sequel to the worst driving game around? This. Is. Crap.



D

Disney Puzzler

From: Capcom
Due: TBA
Type: Puzzle

Capcom wouldn't even confirm the name of their first N64 title, let alone what kind of game it is, but we know that it's going to be a *Tetris*-type puzzler using Disney characters. Should keep all you *Street Fighter* fans happy, eh?

Duck Dodgers in the third and half dementia

From: Ocean
Due: TBA
Type: Platform

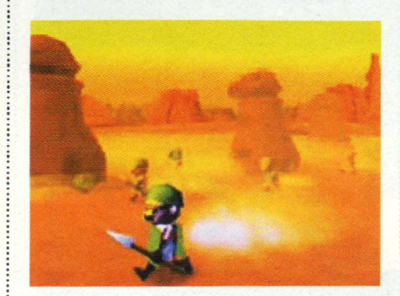
Daffy Duck's intergalactic 3D platformer. On video at the show.

E

Earthbound/ Mother 3

From: Nintendo
Due: TBA
Type: RPG

Mother 3 has just appeared in NOA's latest promotional blurb, perhaps indicating that it'll come on cart rather than DD. No further news at the show but this would seem a fairly likely outcome considering the current state of Nintendo's add-on.



Earthworm Jim 3D



From: VIS/Interplay
Due: September
Type: Platform

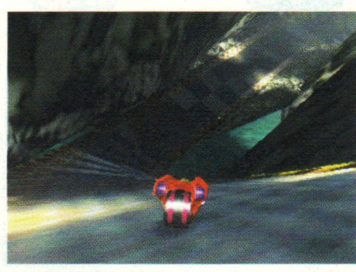
VIS's twisted platformer is previewed on page 18.

Extreme G 2



From: Acclaim
Due: October
Type: Racing

See page 17 for a full preview.



F



F1 Grand Prix (World GP)

From: Paradigm/Video System
Due: Summer
Type: Racing

Screen shots and information on page 17.

F-Zero X

PLAYED IT!

From: Nintendo
Due: Summer
Type: Racing

The fastest, smoothest, most adrenaline-packed racer around. It's also very difficult, and the tracks are creatively outstanding, being designed for maximum replay value in time trials and four-player mode. We'll have a complete review very soon. Don't miss this one.



Some pop-up is present, surprisingly. But not much. And who really cares?

Hit the sides and your energy in the top right gets guzzled away.





Fighting Force 64



From: Core
Due: Late '98
Type: Fighting

A straight conversion of the PlayStation's *Final Fight*-alike. Not what we really wanted from Core.





Gex: Enter the Gecko

From: Crystal Dynamics
Due: Summer
Type: Platform

Hyper sensitive controls make *Gex* very awkward to control. If they can sort that out then there's a decent platformer in here.

I

Iggy's Reckin' Balls



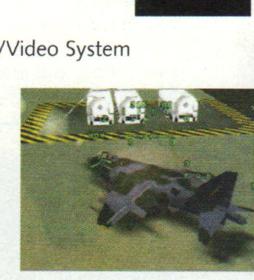
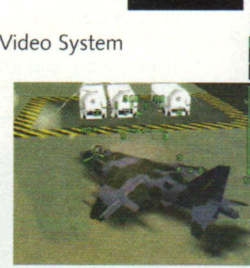
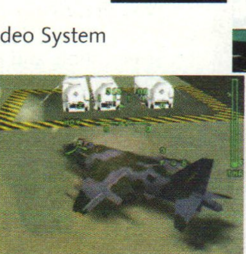
From: Acclaim
Due: Summer
Type: Racing

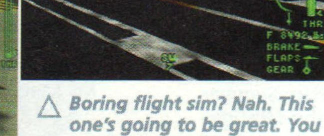
Very odd, and from first impressions, more than a little frustrating. Multiplayer could be interesting.



H

Harrier Strike Force

From: Paradigm/Video System
Due: 1999
Type: Flight sim

Impressive looking combat flight sim. No enemies or gameplay in place as yet.

Boring flight sim? Nah. This one's going to be great. You mark our words. Yes.

Hybrid Heaven



From: Konami
Due: 1999
Type: Action/RPG

Sadly only on video, but still looking gorgeous. Konami are taking their time over this one, which has to be a good omen as far as quality is concerned. Expect to see it early next year.

We'll have an interview with Hybrid Heaven's Director next month. Lovely.

International Superstar Soccer '98



From: Konami
Due: Autumn
Type: Sports

Long since finished. You'll just have to wait until the start of the footy season to buy it.



Jest



From: Ocean
Due: Autumn
Type: Platform

Rather linear 3D platformer with some very nice special effects. The main character has perhaps the most annoying walk in videogame history.

Jet Force Gemini

From: Rare
Due: 1999
Type: Action/Platform

See page 6.

K

Knife Edge



From: Kemco
Due: October
Type: Action

Helicopter shooting game set on Mars. An absolute 'mare to control. The computer does all the flying whilst you do the shooting. Would probably work a lot better if it came with a light gun.



L

Legend of Zelda



From: Nintendo
Due: Nov 23
Type: Action/RPG

Stunning. See page 26.



Lode Runner 64

From: Big Bang
Due: Late '98
Type: Action

Announced as title only. 20 areas for each of the game's five worlds. Gold extraction still the object of game. Looking rather nice in screenshots



M

Madden NFL '99

From: EA
Due: Autumn
Type: Sports

This was playable at the show and working in all-new high resolution mode which should rival *NFL QuarterBack Club*. NFL-licensed. Looks sublime.

Mike Piazza's Strikezone



From: GT
Due: Summer
Type: Sports

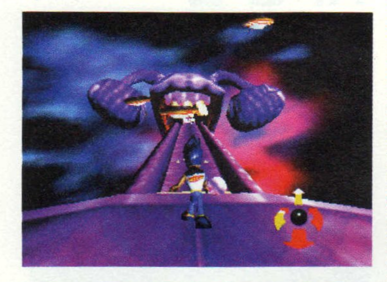
Officially-licensed baseball game. Probably only for American release. Completely playable at the show.

Milo's Astro Lanes



From: Crave
Due: November
Type: Sports

Strange ten-pin bowling sim set in space. Lanes include s-curves, pinball bumpers, zig-zags and u-turns. Three lanes playable at show. Four-player option included.



Mission: Impossible



From: Ocean
Due: September
Type: Action

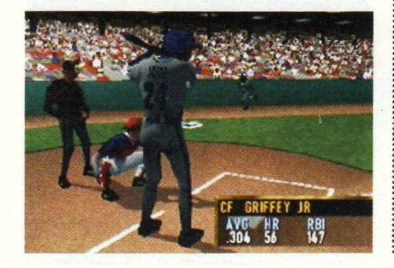
Beta version present and playable. See issue 15 for an in-depth look at the game.

MLB Featuring Ken Griffey JR



From: Nintendo
Due: Out now
Type: Sports

Photo-realistic baseball game from Nintendo. Look out for a review next month.



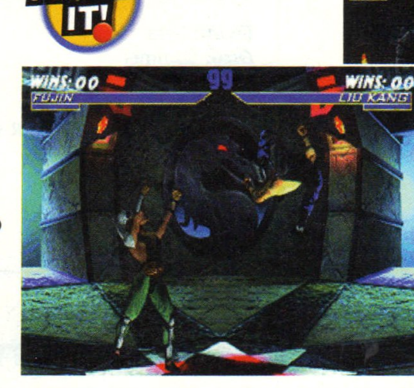
Mortal Kombat 4

PLAYED IT!

From: Midway
Due: Autumn
Type: Fighting

The first proper update to the *Mortal Kombat* series since the SNES/Mega Drive release of *Mortal Kombat 3*, sees the final, inevitable, switch to 3D. Fighting controls remain the same, and the game's camera seems unwilling to participate fully in the 3D action, leaving the game in a strange 2.5D limbo.

As you'd expect, there's buckets and buckets of blood, loads and loads of *MK* characters, but gamers desperate for the N64's killer beat-'em-up will probably be disappointed once again. Review next month.





△ MK4 was as violent as ever. One section had Sonya lobbing...

◁ ...Liu Kang up into some ceiling spikes. One to impress the Vicar with.

N

NASCAR '99

From: EA
Due: TBA
Type: Racing

N64 version of famed PlayStation game. Not playable at show and screenshots seem a little suspicious. Could be brilliant if they get it right, mind.



NBA Jam '99



From: Acclaim
Due: Late 98
Type: Sports

Two-on two baseball with a five-on-five mode and now player editing. Total team management and on-screen play calls.



NFL Blitz



From: Midway
Due: Sept
Type: Sports

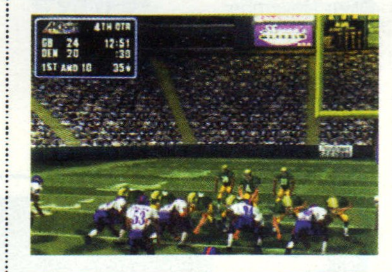
Arcade American football in an *NBA Jam* style. Full 3D engine. Interesting prospect.

NFL QB Club '99



From: Acclaim
Due: Late '98
Type: Sports

Update to the masterful '98 version. Hopefully sprucing up those celebration routines.



NHL Breakaway '99



From: Acclaim
Due: Late '98
Type: Sports

More ice hockey. Playable but no shots yet.



Off Road Challenge



From: Midway
Due: Summer
Type: Racing

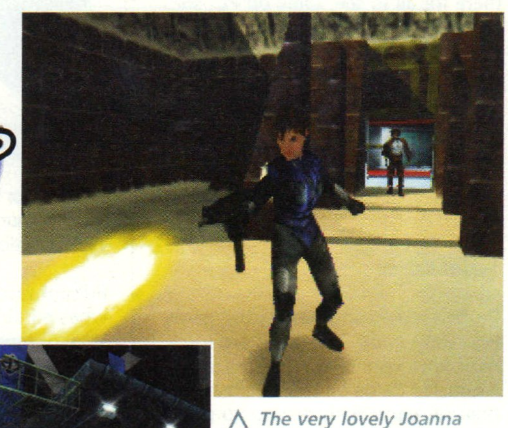
All-new racing game from Midway. Closer look at this next month.



Perfect Dark

From: Nintendo
Due: 1999
Type: Action

See page 40. Right now.



△ The very lovely Joanna Dark firing a very powerful machine gun.

◁ Our jaws dropped when we saw the detail and lighting on the levels.







Quake II



From: Activision
Due: November
Type: Action

Fairly close conversion of PC game with deathmatch four-player malarky. Programmers keen to make deathmatch mode as good as *GoldenEye*'s. Not much to see (crouch didn't work so half the level was cut off) but plenty of enemies with good AI and lots of blood.

Quest 64



From: Konami
Due: Summer
Type: RPG

As lush as ever. Still down for a summer release, although there still seems to be a lot to do.

R

Rayman 2

From: Ubi Soft
Due: Late 98
Type: Action

Rayman makes the move into 3D and the *Tonic Trouble* influence is there for all to see. Only on PC, so far, but the N64 version isn't far behind and is promised to be 'almost indistinguishable'. Feel of traditional 2D platformer in 3D.

Re-Volt



From: Acclaim
Due: TBA
Type: Racing

Probe's radio controlled racing game is looking good. The levels are top – museums, council estates, toy shops – and the detail on the cars is brilliant, particularly as you go under lights. Only about 15% complete but reminds us more of *Mazza Kart* than something like *Top Gear Rally*. And the physics for the cars are excellent.

Rev Limit

From: Seta
Due: Summer
Type: Racing

Still kicking about. Still not very good.

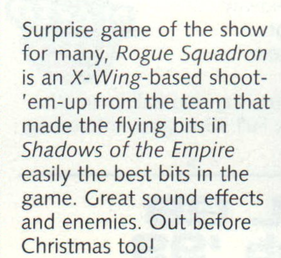
Shadowgate 64: Trials of the Four Towers



From: Kemco
Due: TBA
Type: RPG

Update of NES RPG. Looks okay. More details as we get them.

Rogue Squadron



From: LucasArts
Due: Late '98
Type: Action

Surprise game of the show for many, *Rogue Squadron* is an *X-Wing*-based shoot-'em-up from the team that made the flying bits in *Shadows of the Empire* easily the best bits in the game. Great sound effects and enemies. Out before Christmas too!



△ *This looked nice enough but Tim wasn't entirely sure.*

Rush 2: Extreme Racing



From: Midway
Due: November
Type: Racing

Eleven tracks including Vegas and the secret Alcatraz track from the first game. Lighter handling but the same awful music.

Silicon Valley



From: Take 2
Due: October
Type: Action

Not the sort of game suited to short bursts of show play. Camera system a bit erratic, though. Could be a great game, but needs a more thorough investigation. More news next month.

S

SCARS

From: Ubi Soft
Due: Autumn
Type: Action

Brilliant racer with wheeled tanks. Bit like *Wipeout* except on roads. Very fast and smooth with little pop-up. Weapons not working yet but will include missiles and bombs. Nice prospect..

△ *This was great fun! Really fast and with loads of weapons to collect. Topper and chipper.*

Snowboard Kids II

From: Atlus
Due: TBA
Type: Racing

Present as a title only. Great news, though.

South Park

From: Acclaim
Due: Late '98
Type: Action

Not playable. Going to be a deathmatch game where you fire custard pies and stuff at each other. NO GUNS WILL BE IN THE GAME. Comedy shoot-'em-up, then? Yepper.

Super Mario RPG 2

From: Nintendo
Due: 1999
Type: RPG

Fleeting glimpse on video showing turn-based battles. Intriguing.

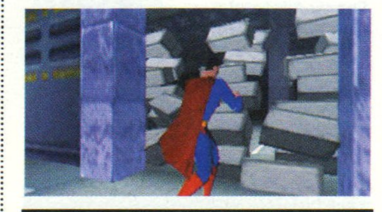


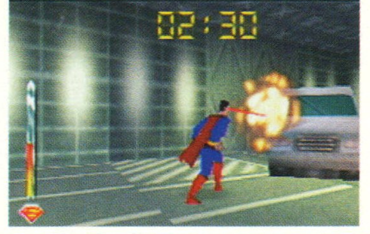
Superman



From: Titus
Due: TBA
Type: Action

Disappointing. Horrific misting in places and disturbing lack of animation in some areas. Four-player mode not, in any sense of the word, great. But then, they haven't finished it yet.





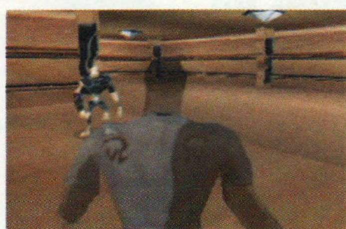
Survivor Day 1



From: Konami
Due: November
Type: Action

Looks to be *Tomb Raider* with *Turok*-style weapons. Loads of explosions made it seem prettier than it was. Interesting story, though; a guy called Adam lands on Earth in a spaceship, with his friend Eve but no one knows it's Earth until later in the game. So, it's a bit Biblical and mysterious and unusual. Needs loads of work, though.





T

Tazmanian Express

From: Ocean
Due: 1999
Type: Platform

Showing on video and still in development at Zed Two. Looking nice when we snuck a peak at it a few months ago.

Tonic Trouble



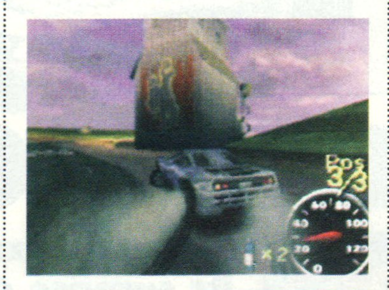
From: Ubi Soft
Due: September
Type: Action

Looking nice but controls need work. Enormous levels but camera system means that Forward on analogue always corresponds to forward motion by Ed (the lead character) no matter which way he's facing.

Top Gear Overdrive

From: Kemco
Due: Late '98
Type: Racer

Blimey! It's fabulous. Or, at least, it looked it – it was only on video at this stage. Snowblizzard not Boss are developing it. Nice, crisp graphics without the blandness of the original. A worthy sequel looking to make some improvements over the original.



Turok 2



From: Acclaim
Due: November
Type: Action

Lovely, lovely, lovely. See page 8.

Twelve Tales: Conker 64

From: Rare
Due: Late '98
Type: Action

The squirrel with the disturbing smile in his very own *Banjo*-esque adventure. Game looked undeniably stunning and was packed with the same sort of brilliant touches that have so far made all Rare games great. 'November' release date denied by Rare, and they should know, they're publishing it.

"Hi, Conker, here. Just a quick note to say that this bunny is going to get shot in a minute. By me."

Twisted Edge Extreme

From: Kemco
Due: Autumn
Type: Sports

Snowboarding game in development for ages. Looking lush but what with *1080°* and everything, Kemco will probably wait for the new season to start before it's published. Could be one to watch.

V

V-Rally



From: Ocean
Due: November
Type: Racing

Wonderful. Only one track playable (set in a forest) but the graphics and handling were superb. Four official cars but only Toyota Celica playable. All landscape polygon modelled – no sprite work for trees etc. Runs at 27 to 35 frames per second. No shots yet.

Virtual Chess 64



From: Titus
Due: Summer
Type: Board game

Recently signed by Konami, it's chess with 3D piece animations.

VR Pool

From: Crave
Due: Oct
Type: Sport

Not on show. Looked ok in screenshots. Pool, though, at the end of the day.

W

Wailalae Country Club: True Golf Classics



From: Nintendo
Due: Summer
Type: Sport

The *True Golf* series started life on the SNES, and this N64 edition sets out for Hawaii and the famous Wailalae course. Beginners start with a 36 handicap, while pros shoot from longer tees. Digitised players unfortunately, but it has to be better than the *Glory of St Andrews*.

WCW/NWO Revenge



From: T•HQ
Due: November
Type: Fighting

Grapple on with the follow-up to *WCW vs NWO*. Didn't catch it at the show. More next month.

Wipeout 64



From: Psygnosis
Due: November
Type: Racing

Last month's great news backed up with some excellent first work from Psygnosis. See page 16 for more.

WWF Warzone





From: Acclaim
Due: Late '98
Type: Fighting

See page 24.



coming soon...

Issue 18 will take a closer look at some of E3's key titles with more shots and more news. Don't miss it!



GT 64




Follow up to *Multi-Racing* and pretender to *Top Gear's* crown. Is it good enough?



GO TO PAGE 52

BUST-A-MOVE 2



Age-old puzzler makes its surprise debut on the N64. The bubble bursting starts here.



GO TO PAGE 56



N64 MAGAZINE ARENA

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.





Only after playing a game right through to the end will **N64** *Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*



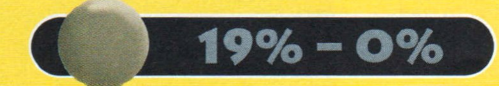
The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.



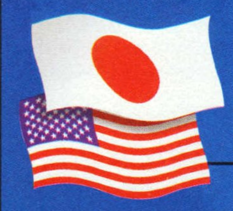
We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.



Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.



The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.



IMPORT ARENA

The games they're playing in America and Japan.



GO TO PAGE 58

DUAL HEROES

Better in English. But not by much.



GO TO PAGE 60

AERO GAUGE

You saw the ad. You *knew* it would happen.

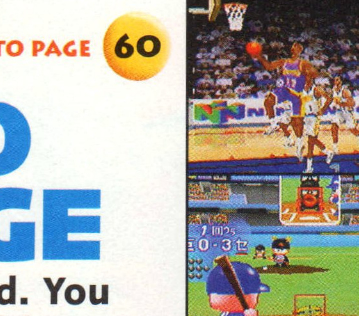


BOMBERMAN HERO

GO TO PAGE 62

A much-improved N64 return for Hudson.





NBA COURTSIDE

Nintendo's basketball blinder bounces into the USA.

GO TO PAGE 66



POWER PRO BASEBALL 5

A baseball RPG? It could only happen in Japan.

GO TO PAGE 68



HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?



9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?



9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

If we had bit-parts in Banjo-Kazooie*, what would we be...*



James Ashton
"I need at least two cups of tea before I can manage a smile in the morning" says James. Malcolm the Mug was an obvious choice for him.
Game of the month: Banjo-Kazooie



Paul Jarrold
As Paul and Paul's Plant have such a close relationship, there was no decision to be made here. Paul's plant is the better of the two at Mario Kart.
Game of the month: Aero Gauge



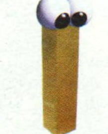
Wil Overton
With his corner of the office lush with a whole variety of Feng-Shui-approved plants, Baby Bio seemed good for Wil. "Baby Bio Freak" added Tim.
Game of the month: Bomberman Hero



Andrea Ball
Having brought a large bag of foreign sweets on holiday, Andrea opted to be Sandra Sweetie. Hopefully not one of the ones that tasted like carpet fluff, though.
Game of the month: Bust-a-Move 2



Tim Weaver
Walking around E3's show hall actually wore half an inch off Tim's shoes this month. He opted for Sean the Suitcase, as he'd been living out of one for so long.
Game of the month: GT 64



Jes Bickham
"I don't care as long as there are no gags about Aqua or Pizzas," said Jes. Meet Bobby Box: Garlic bread box and snack container to Dutch pop stars everywhere.
Game of the month: Fighters Destiny



Martin Kitts
'Rich', 'strong', 'stimulating' and 'aromatic' are all words that describe Martin. Outside of Martin's head, however, they apply only to coffee and Jerry the Jug.
Game of the month: NBA Courtside



James Price
Famed for his early morning alertness and spark, James could easily generate enough power to run a small Walkman. Say hello, then, to Alvin A. C. Adaptor.
Game of the month: Dual Heroes

PREVIOUSLY IN N64 We first looked at *GT64* in a Future Look in issue 15.

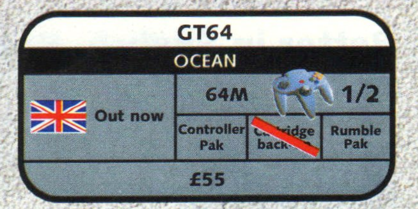




You'll become awfully familiar with the trackside barriers as you skid and slide your way round your first few laps.

Ooh, look! There's a Porsche up ahead. Better than a Nissan.

Rear-ending an opponent is a bad way to take a corner.



GT64			
OCEAN			
Out now	64M		1/2
	Controller Pak	Cartridge back	Rumble Pak
£55			

GT64

And so the N64's next racing game rolls into town. Then its bumper falls off...



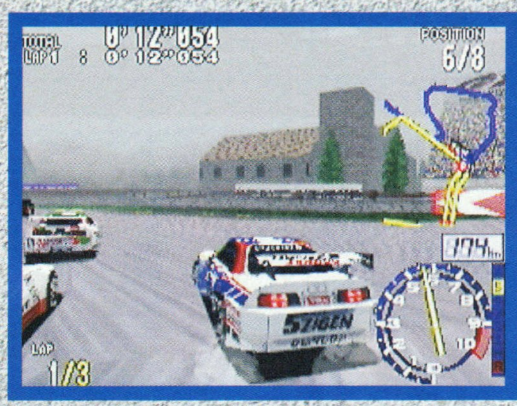
If you're unlucky, you'll wind up sliding into the pits – pure frustration.

Clever, this. By calling it *GT64*, Ocean get to ride on the wave of publicity that's emerged with *Gran Turismo*. A bit sneaky? Probably. Still, if that doesn't work then people'll just as easily believe this to be a conversion of Konami's rattling arcade racer, *GTI Club*.

It's a shame then that *GT64* isn't as good as either of its two similarly-titled counterparts. Fine, perhaps, as far as *GTI Club* is concerned. We are, after all, talking about the difference between a console game and an arcade cabinet, here. But, with *Gran Turismo*, we're talking about a game on a machine half as powerful as the N64 and therefore a machine that should, by rights, be only half as capable of doing a decent driving game.

Criminally, *GT64* – a sort of semi-sequel to Genki's previous four-wheeler, *Multi-Racing Championship* – is left in the proverbial pits by the sickeningly good *Gran Turismo*. Which leaves us N64 owners winding our way back to the beacon of light that is *Top Gear Rally*. Because, whilst *GT64* has its good moments, it's still miles behind the PlayStation's best and the Saturn's *Sega Rally*. Which, you know, *surely* isn't right...





The cobbled streets of Europe give very little traction for cornering.

Hooray! Well done. It'll take you about 20 minutes to see this.



KEEPING TRACK

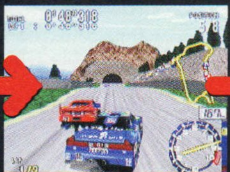
Six tracks, then? Well no, not really. It's more like three tracks with two possible routes: long and short...

European GP



GT64 moves out to the sticks for its European leg and the results are a bit of a mixed bag. The feel of spinning on grass is expertly recreated and there's plenty of variation in surroundings (villages, open fields, tunnels, stadiums). But there's some annoying T-junctions in the road – where one route, without warning, results in a dead end and costs you a good fistful of precious seconds – and the warning arrows often appear too late to prevent you from crashing out of control. The longer route is better and chips in with a tricky 180° turn and three extra tunnels. A good time for the short course is around 1'15'000. We scraped in at a respectable 1'15'424. For the long version it's more difficult, so 1'40'000 is excellent.





Japan GP



The particularly ugly-looking streets of Tokyo are the setting for the Japanese Grand Prix, which means plenty of 90° corners and long straights. Perhaps the best of the three courses (mainly because it's perfect for handbrake turns), Tokyo's short and long routes are both excellent. The short one keeps it tight with narrow roads and plenty of turns, while the long one incorporates a windy dual carriageway and a nasty hairpin. It's also the only course that gets away with the game's severe pop-up problems as the roads tend *not* to surprise you with suddenly appearing corners. The short course is actually harder than the long course but a good time for both is 1'17'122 and '142'250 respectively.








American GP



You can't help but be disappointed by the American GP, particularly as it's been lifted straight out of the Saturn's *Daytona*. Beach fronts move into half-stadiums and, well, that's about all. The roads are wide – wider than any of the other tracks – so taking corners really isn't difficult (you don't even have to brake) and the difference between the long and the short courses is a measly 180° turn. Not, by any stretch of the imagination, good. There also appears to be a bit of a discrepancy between times: our best time for the long route was 1'22'983, while our top clock in for the short route was 1'27'678. Just goes to prove that the long route might be longer, but it's certainly not harder.



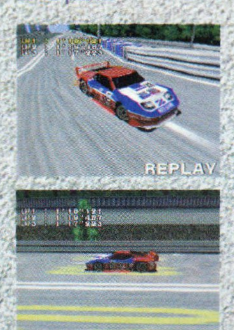






GO! GO!

REPLAY VALUE
Oh, a Replay Mode, wonder where that idea came from? After *Gran Turismo*'s much-talked-of replays, *GT64* chips in with something similar. Except – would you believe it? – it's not as good. The thing with *Gran Turismo*'s was that it looked almost real. *GT64*'s looks almost... Well, like *GT64*. So a bit grainy and slow. Also, the camera is fixed so it never really feels like you're in amongst the action-packed racing. Instead, crashes in the replay set-up have all the impact of a handkerchief stand-off at 15 paces.



TAKE OFF!
Lagging behind a bit from the start? Can't quite master the art of coming fast off the grid? Fear not! *GT64* chips in with a difficult-but-worth-it turbo start. Basically, you've got to rev the car before the lights go green, somewhere between 5000 and 6000 revs. Once the needle's positioned between the two digits – and providing you've timed it so that the green light switches as you do so – you'll zoom off. Not very fast, admittedly, but faster than normal. Handy to have when trying to conquer that Time Trial mode.



MECHANICAL MONSTER

***GT64* is built on solid enough foundations. It just lacks the pizzazz...**

Cars!

GT64 has the official licence, allowing it access to a host of tasty vehicles. Included in the game are a Nissan 300ZX, Toyota Supra, Lamborghini and Porsche. But, for all the glamour of these more recognisable vehicles, the standout option has to be the little known Ayex Dome. It's fantastically solid to handle, pleasingly fast and responds majestically to handbrake turns, locking its back wheels and allowing you to cruise around 180° corners with ease. Indeed, its only fault is the fact that it's slow to start, a particularly annoying trait when you're trying to gain speed after hitting a wall. Still, it beats a 2CV.





△ Tom's Supra – hope he doesn't mind us borrowing it for a few minutes.

Garage!

Like a regular Phil Mitchell, you can tinker away at the specs of your car until you've got its performance exactly right. Fair's fair, *GT64* does a decent job, allowing you to change suspension, tyres, gears, spoilers and the like with the minimum of fuss. But, do, say, softer tyres really make any difference to the way the game plays? Er, well, sort of. You can see the difference between a grade one tyre and a grade five, but the middling notches won't make any discernable difference. Gear ratios are an obvious change and suspension affects the way the back of your car bounces. And, at the end of the day, spoilers *do* look nice.







△ Maximum downforce allows for easy cornering.

A trade-off between grip and top speed. ▷

Two player!

Get a mate round and *GT64* can accommodate you with its kind-of-alright two-player mode. "So, where do we go nex... Aaaaaaah! Where did that ruddy great railway bridge come from?" was a common enough cry in the **N64** office. But putting the pop-up to one side for a moment (and the fact that the flyover in Tokyo is drawing itself about two metres in front of you as you pelt round the track) it at least maintains some sort of consistency, in that it moves at the same speed as the one-player game. Which, obviously, doesn't say a lot for the single player experience but, even so, is good news when plugging in two pads.





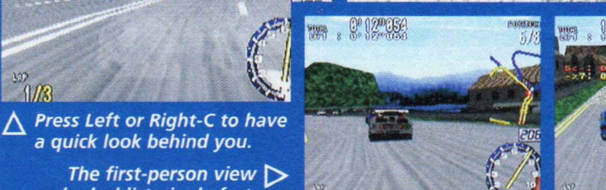


△ Don't be surprised if a huge skyscraper pops up out of nowhere. All part of GT64's charm.

◁ Turn the handicapping on and you're guaranteed a close race.

Cameras!

Cameras, eh? Ah, but hold your horses. *GT64* is the first N64 racer to introduce the handy quick-glance-behind-your-car camera option, whereby you can get a split second idea of where the driver you've just past is in relation to your bumper. It's a sort of rear-view mirror and will quickly become a frequent part of your driving repertoire. Otherwise, there's the normal camera options, allowing you to tinker with the position you're most comfortable with. And, to make the game seems quicker than it really is, go for the right-down-at-the-front view. Those roads will suddenly whizz by.

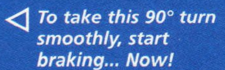
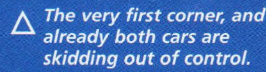






△ Press Left or Right-C to have a quick look behind you.

The first-person view looks blisteringly fast. ▷


◁ To take this 90° turn smoothly, start braking... Now!

△ The very first corner, and already both cars are skidding out of control.

As you approach, a new building will pop up to fill that gap. ▷

◁ Beat the championship on 24 laps-per-race mode to access the secret track.



For all that was wrong with it, there was one terrific feature in *Multi-Racing Championship*, and that was its handling. Nippy, precise and perfect with the analogue stick. So, given this, you'd wager that in the case of a sequel the handling wouldn't be touched, whilst its other problems – visuals and the lack of tracks – would. Fair enough.

So, in making *GT64*, what have developers Genki done? Um, well, changed the handling, considerably worsened the visuals and cunningly made it look like they've upped the number of tracks to 12 (when, in fact, they've only really kept it to three). Whoops.

Fortunately, handling isn't as much of a problem as it might initially seem. Whilst it's a shame to see *Multi-Racing's* system given the old heave-ho, it's been replaced by an alternative *almost* as good. *Multi-Racing's* was sharper but lighter. *GT64's* is much heavier but more satisfying, especially at those corners – and the introduction of a handbrake turn is inspired. It takes a while to get used to, mind. But, stick with it and you'll warm to its niftily realistic ways and the glory of gliding round 180° turns with a squeal.

Visuals and tracks, however, are *more* of a cause for concern. *Multi-Racing*, you may remember, didn't exactly look like the crown jewels. But at least it kept pop-up to a minimum and, although a bit muddy, its graphics never managed to affect the way the game played. Not so, *GT64*. With the numerous straights in the game, some degree of pop-up was inevitable but no one could surely have expected skyscrapers to suddenly appear next to you, and stadiums around the finish line to suddenly land flying saucer-like from nowhere. This is kind of acceptable until bends are all-of-a-sudden just *there*.

The problem with the game is that it's running at such a low level of detail, and the horizon is so grainy, that braking decisions are often left to the very last seconds. Careering down the track, eyes a-squint, it's impossible to guess what might come next and, more often than not, it's a 90° corner or a hairpin bend. It's fortunate then, that there's an on-screen map and a directional arrow before each bend, otherwise the game's graphical faults could have cost it everything. As it is, they're, annoying, but you just about get used to them.

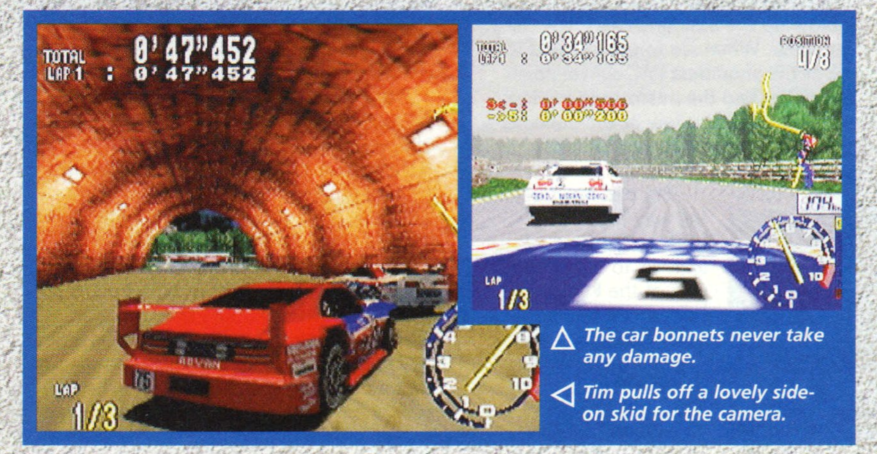
Track-wise, *GT64* is as disappointing as *Multi-Racing*. It's cleverly designed so that each of the three tracks has a long and short route so – yes! – the game can be touted as having six tracks. There's some standout features, certainly: Japan is the best of the lot by a long stretch, all narrow streets, dual carriageways and high-powered straights and Europe pioneers the most realistic skidding-on-grass effects we've yet to see in a driving game. But, ultimately, they're all far too easy and the game's over far too quickly.

And the difference between the short and long routes? Erm, well, one's just a bit shorter than the other. There's no change in scenery and there's certainly nothing unexpected. Oh, and if anyone tells you *GT64* has 12 tracks, they're lying. It has 12 tracks *only* on the provision that you believe its claims to six tracks in the first place *and* that you've already obtained the mirror mode. Really, it only has six, counting the mirror modes, and, even then, mirror modes aren't really extra tracks, are they?

That said, we still prefer this to something like *Lamborghini*. Okay, perhaps cosmetically Titus' game is better – its visuals certainly are – but *GT64* has more energy and, although rougher round the edges, handles far more convincingly. Its tracks, although not faultless, are also more interesting while they last. *Lamborghini* was empty, this at least gives the impression that winning at all costs matters. It's not the fastest game on the planet (indeed, compared to *Sega Rally* or *Gran Turismo*, it's quite significantly slower), it's not even as fast as *Top Gear Rally*, but it does entertain you enough to make you go back to it. Maybe. The same just can't be said for *Lamborghini*.

But, there's no getting away from the fact that *GT64* isn't good enough for the N64. If this was on the PlayStation, with its plethora of driving games, it wouldn't even be noticed. But, on the N64, where driving games are currently running just a little bit sparse, it's already been heralded, by some, as the greatest driving game on the machine. It's not. If you need an expansive, challenging, N64-worthy rallying experience, go for *Top Gear Rally*. *GT64* is good, but not good enough. And, if there's a threequel on the way, please Genki, do something about the tracks and graphics and *leave* the handling alone. Ta.

TIM WEAVER



△ The car bonnets never take any damage.

◁ Tim pulls off a lovely side-on skid for the camera.

5 VISUALS

The locations are more diverse than *Multi-Racing*, but otherwise it's pretty average.

4 SOUNDS

"Ah, I'm being attacked by a swarm of bees!" Oh, no, it's the engine noise.

6 MASTERY

The handling is perfect and the game's exciting while it lasts. But, visually, it's pig ugly.

7 LIFESPAN

Addictive enough to keep you at it but there should have been more tracks and they should have been more surprising.

VERDICT

GT64 plays well enough to cope with its visual hindrances, but you'll need to ramp the difficulty up to hard straight away. This could, and should, have been so much better.

67%



get to grips with *Bust-a-Move 2*

1 In the beginning

The idea couldn't be simpler. Bubbles appear on your launcher. You aim the launcher with the D-Pad or analogue (we prefer the former) and launch it at the bubbles above. If three or more bubbles of the same colour touch, they explode and are removed from the game area.



2 Avoiding deadlines



In Arcade or two-player mode, the aim of the game is to outlast your opponent on the other side of the screen. As time progresses, rows of bubbles are added at the top of the screen. Once a bubble has broken the line at the bottom of the screen – the Deadline – the game is over.

3 Causing trouble

When you burst three bubbles of the same colour, any bubbles that were attached to them fall to the bottom. They're then added to your opponent's screen, moving his bubbles ever nearer the deadline. If you can drop a whole load of bubbles at once, you can sometimes overwhelm an opponent in one move.



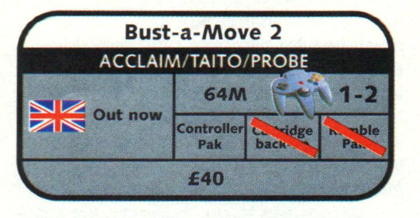
4 Travelling fight

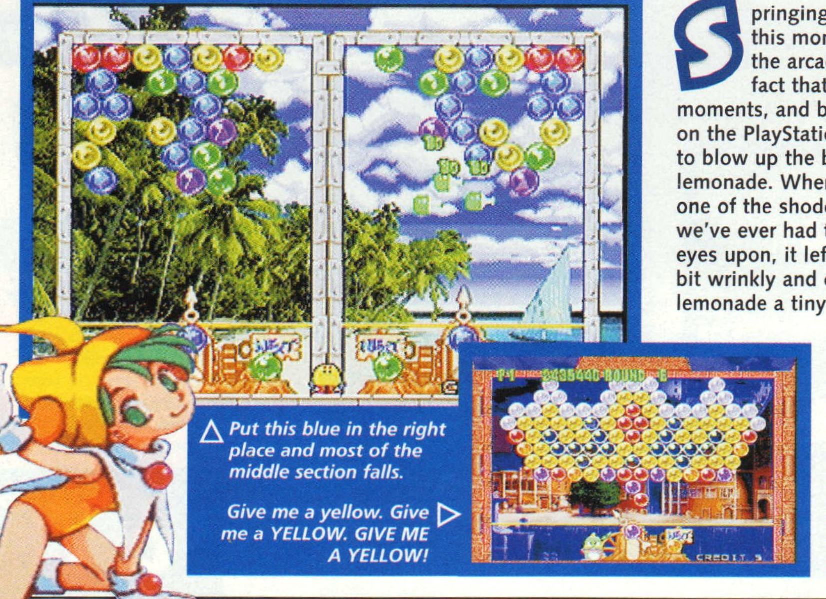


Arcade mode consists of our little hero, Bob, trundling around an island being challenged to games of Bust-a-Move by the people he meets on the way. The animation is risible, but the opponents themselves are reassuringly tough, with the wizard in the final round (the 12th) able to play the game at super-human speeds.

BUST-A-MO

OUT OF THE WAY! *Bust-a-Move*'s coming through and it's in a hell of a hurry!





△ Put this blue in the right place and most of the middle section falls.

Give me a yellow. Give me a YELLOW. GIVE ME A YELLOW! ▷

Springing out of the undergrowth this month comes *Bust-a-Move* – the arcade 2 edition no less. The fact that it's one of Taito's finest moments, and by far the best puzzle game on the PlayStation, has given us an excuse to blow up the balloons and break out the lemonade. When we found out that it's one of the shoddiest PAL conversions we've ever had the misfortune to clap eyes upon, it left a few of the balloons a bit wrinkly and our Happy Shopper lemonade a tiny bit warm.

So, bad news out of the way first. The N64 edition of *Bust-a-Move* appears to be a direct port of the PlayStation's, right down to what look suspiciously like PlayStation button symbols lurking in the adventure mode. Or perhaps that's just paranoia. The colours are a bit washed out, the sound appears to have been sampled with the help of a large woolly sock and there are screen boarders top and bottom, wider than the M25's hard shoulder. We reckon it must have taken Probe, ooh, minutes to sort it all out.

But while that's annoying, *Bust-a-Move* has never relied on flash graphics or chirpy sounds. It would have run quite happily on a Commodore 64, so getting uptight about THE WORLD'S WORST CONVERSION (and, it is) would be missing the point slightly. The fact of the matter is that you can start to play *Bust-a-Move* on Tuesday evening, stand up to go to the toilet five minutes later, and find that for some reason it's now eight-o-clock Wednesday morning. Capable of tardis-like time-and-space distortion, *Bust-a-Move* can take over your life and hoover up your spare time like a giant Dyson.

5 Man of letters

Puzzle mode is slightly different. Here the objective is to clear all of the bubbles from the screen before any can touch the Deadline. The Puzzle Game is set out as a large zone tiled with letters of the alphabet. To cross the puzzle zone, Bob must choose a series of letters, each of which has five puzzles to be solved. Once all five are cleared, Bob can move on.



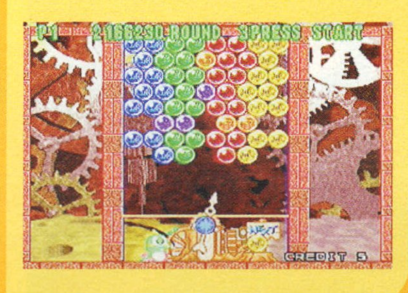
6 'In the middle of a chain reaction...'



The puzzle levels are, more often than not, set up in very deliberate way. There's usually one strategy that the game is asking you to find to clear the level in time, and some times just one shot is good enough to clear the whole screen of bubbles.

7 Special bubble 64

Along with the normal bubbles, there are a number of specials with unique properties. Star bubbles cause all bubbles of one colour to disappear when they're hit. Metal Bubbles destroy every bubble they touch on their way to the top of the screen. The Jama Bubble can't be burst, only dropped by destroying its supporting neighbours. Finally the Jama Block is a built in obstacle in the screen. It can't be destroyed or dropped.



TRAVELLER'S TALE

Your trek around the island in Arcade mode leads you to meet all sorts of ker-razy characters, challenging them to ever faster *Bust-a-Move* games as you go. The common thread with these little fellas is that they were all animated by a coder who normally relies on his guide dog Shep to get him into work safely. Some of their more complex movements involve up to – ooh – *three* frames of animation to pull off. Compulsive viewing.





VE 2

If you've never played the game before, in any of its guises (*Puzzle Bobble* in the arcades and Japan), you might be sceptical about how a game with multi-coloured bubbles could ever have such compulsive qualities. The way the game actually works is explained above, the reason it works is a little more complex.

You see, the process of matching three same-coloured balls together is simple enough to grasp instantly but as the pressure grows, increasingly difficult to pull off. The way you aim and shoot the balls is straightforward, but combined with their strange sticky nature, their ability to bounce off the side walls and – again – the ever-increasing pressure, it's a tension-filled experience where even the most-experienced will never feel completely in control. The way that the bubbles dropped from your side of the screen can get added to your opponents, is a puzzle game standby but it rewards tactical thought – albeit tactical thought accomplished at the speed of sound. As for the puzzle mode... Your march through the alphabet starts to get tricky around the second game on 'B'. It's not a way to relax, certainly.

The two-player mode is great as well. The best player will always come out on top over a series of games which is as it should be. However, there's enough of a luck element to keep the underdog interested and keen to play again. In this respect it's certainly a far stronger puzzler than *Wetrix* or *Tetrisphere*.

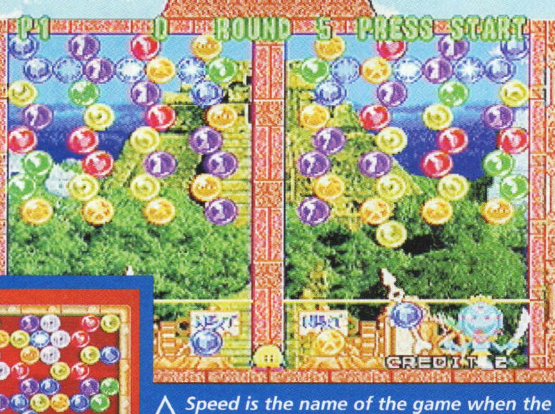
As far as *Bust-a-Move*'s place in the overall N64 puzzle hierarchy goes, though, it's a tricky one to call. If you've been around for a while, the chances are you'll have probably played the game to death on one of its numerous other formats. If that's the case, then a trip down *Wetrix* alley might be best, even taking into account its flawed two-player game and almost overly-complex nature. If, on the other hand, you've never experienced the fun to be had with bubbles, *Bust-a-Move* is undoubtedly a better concept, more pleasingly realised. It's easier to learn, with a longer learning curve. The conversion is dreadful but you can't, in all honestly, say that it affects the way the game plays.

A couple of percent more for *Bust-a-Move*, then. At £40, well worth considering.

JAMES ASHTON

Pink girl pops up in the third round. She's very hard!





Speed is the name of the game when the bubbles start to get this low.

3 VISUALS
Functional at best and not done any favours by the conversion. Largely irrelevant, though.

3 SOUNDS
Woeful. But again, hardly the point.

5 MASTERY
A masterful game which could be handled masterfully by a pocket calculator.

8 LIFESPAN
Hard as nails in Puzzle and Arcade mode. Great two-player mode as well.

VERDICT
Don't be put off by its looks. One of the best puzzle games in the world and the finest so far on the N64.

80%

PREVIOUSLY IN N64 We reviewed the Japanese version of *Dual Heroes* in issue 12.

Teach me everything you know

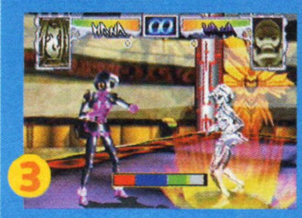
If the physical effort of pressing buttons to win your fights proves too draining, you can allow the CPU to stand in for you. Selecting Robot mode gives you a 'blank' virtual player that you can train to fight in your own style. A coloured bar at the bottom of the screen shows how much you use each move, or feature, when you play with a particular character, and this is translated into a fighting style that slowly develops into an approximation of your own. Surprisingly, it actually works.



N64, playing as 'Cutie Chaser' Hana (in the white), squares up to a virtual Hana. The CPU doesn't even know how to walk yet.



First of all, we decide to teach her a few throws and combos. Robo Hana stands there and takes some lumps in the name of education.



Time for some advanced techniques now. A few taps of the right shoulder button starts the Lethal Change.



This move is called 'Fubuki'. Don't use it in actual combat, as it's a waste of time. Are you taking notes, Robo?



Ouch! It looks like Robo-Hana has assimilated a little bit of our inimitable fighting style. She's ready for combat.



Her first proper match is against Gai, who is, according to the instructions, a Fire Hero. Nice.



We've taught her well, and Hana duly pastes Gai all over the ring. He'll have a job trying to explain this to his Fire Hero mates.



Hana's so good at this game, we never need to play it ourselves again. Don't get on her bad side – she was taught by the masters.



△ You really do have to see this move in full flow to appreciate it, ducky.

Four hits. The best we managed was ten – but don't ask us how we did it. ▷

DUAL

It's the fighting game you don't even have to play.

Despite years of innovation on the SNES and PC, Hudson Soft haven't exactly endeared themselves to the N64-owning public. Their two *Bomberman* games have attracted a decidedly lukewarm response and our review of the Japanese version of *Dual Heroes* (**N64**/12) finished with a score of just 28% and the comment 'pray it never makes it out over here'. Well, ***Dual Heroes*** has now been given a PAL 'conversion' (with borders the size of tree trunks) and an English translation. Will the ability to understand the options screens make any difference to what was, patently, a sub-standard beat-'em-up?

Options screens aside, *Dual Heroes* PAL remains identical to the Japanese edition. It uses the standard three-button control method for an N64 fighter, although it plays a little differently to most. What sets it apart is its use of an entirely analogue control method – the D-pad has no function in this game. Holding down Z gives your character complete freedom of movement, enabling you to run rings around your opponent. This is probably the first thing you'll attempt if you buy *Dual Heroes*, and you'll be thinking, "Wow, I haven't seen *that* before".

Then, about ten seconds later, you'll think, "Hang on a minute – I'm standing right behind the CPU bloke, and he doesn't seem to realise I'm there".

You see, *Dual Heroes* is let down by some of the worst artificial 'intelligence' ever seen in a fighting game. Hudson happily promote it as a true 3D beat-'em-up, but it's really much more comfortable

Ch-ch-ch-ch-changes

They don't call them 'Dual' Heroes for nothing, y'know. Pressing 'block' three times causes the characters to undergo the Lethal Change of life, transforming them into a shiny metallic fighter with enhanced abilities such as projectile attacks, increased speed and invisibility. It takes a while to go through the change, so it's best attempted when your opponent is floored.





◁ Zen gets the strange idea that flying across the screen towards Retsu is a good idea. Not too sure how he figured that one out.

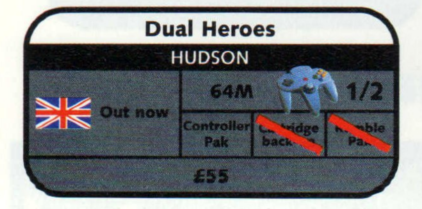


△ Kumo, performing a special throw. The camera sometimes goes absolutely nuts during these.

◁ Another throw, but hang on... what's he holding on to? Invisible hair?

VIRTUAL HUMILIATION
Select Dancing Lady Kumo (occupation: dancer) as your character, and train her from scratch in Robot mode. Perform the hilarious Come On Baby move (up and punch), repeatedly. After about 50 of these, with no other moves, you'll have the campest fighter in the world, who will dance around the ring performing repeated limp-wristed slaps.

HEROES



thinking in 2D. In fact, if you forget about Z, *Dual Heroes* looks almost competently programmed. There are some decent throws and special moves, and the fights move along at a reasonable pace. Some of the motion-capture is outstanding and some of the moves even appear to connect! Crikey, Hudson – with this fighting game you are really spoiling us.

But press Z, walk behind your opponent, and you'll soon see just how far from the finished article *Dual Heroes* really is. If you're fighting in an arena with electrified walls, the CPU will blunder into them and die as soon as you walk out of its line of sight. If the arena has no walls then the CPU will often jump off the edge into oblivion, rather than take a good honest pasting. And if, by some strange fluke, you should happen to lose your own character over the edge, the CPU will often jump over the side to join you in an honourable draw, rather than be declared the winner. You *can* choose an arena with solid, inert walls, and this will lead to some slightly closer battles – except you can always get a few early punches in, spend the rest of the bout running around the ring, and the CPU will never catch you. It's a cheap way of winning – but hey! – the programmers should have thought of that.

What on earth is going on here? Camera angle madness, for sure. ▷

▽ The shadows are solid grey blocks – no fancy transparencies here.

It's a pity, because *Dual Heroes* has one excellent and innovative feature that we've never seen before. The VR option (which was unfathomable in the Japanese version), allows you to enter a virtual arcade, where you can take on a number of different virtual gamers. Each has their own style and their own favoured characters, and different players will find some of them easier to defeat than others, depending on their expertise in blocking, combos or special moves. Best of all, you can create your own virtual gamer, fighting in your own style, that will improve as you begin to master the game. You can even battle your creation against a friend's. A sort of *Pocket Monsters Stadium* without the monsters. Or the stadium.

Nice idea, but it says something about a game when the most fun you can have is watching it play itself. Two-player mode isn't so bad but if you spent £55 on this, you probably wouldn't want your friends to know. They'd only laugh at you.

MARTIN KITTS

4 VISUALS
Well animated, garishly coloured, with GINORMOUS borders.

3 SOUNDS
Inappropriate tinkly tunes, not many FX.

3 MASTERY
Brilliant virtual player option, ruined by terrible AI.

5 LIFESPAN
Not at all difficult, but the VR mode will keep you going.

VERDICT
It's better than we thought it would be but it's only really worth renting for a couple of nights.

50%

PREVIOUSLY IN N64 We still have nightmares after playing the NTSC version of *Aero Gauge* in **N64**/12.





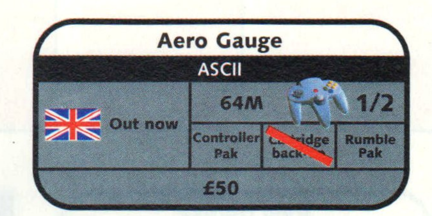
Ooh! Look at the lovely water FX. Almost a decent bit of graphics.

◁ Yeuch. Oh blimey. Pass the sick bag, nurse.



The white hole in the centre is where the track appears.

AERO GAUGE



Aero Gauge			
ASCII			
Out now	64M		1/2
	Controller Pak	Cartridge back-up	Rumble Pak
£50			

Thankfully, it doesn't get much worse than this.

2 VISUALS
Welcome to Popupsville – population *Aero Gauge*.

1 SOUNDS
This is what your TV's mute button was designed for.

0 MASTERY
Have ASCII ever actually *seen* an N64?

0 LIFESPAN
Try again? Oh, *Aero Gauge*, you are a wag.

VERDICT
Spend £50 on this and there *will* be tears.

10%

We crossed our fingers. We prayed. We burned incense, chanted, and sprinkled the remains of our *Pachinko World* and *MK Mythologies* carts around the door of our local games emporium.

It was all to no avail. *Aero Gauge* is coming to Britain, and there is nothing we can do about it. We shouldn't really care – after all, ASCII are unlikely to shift too many copies of this ill-conceived travesty of a game. It's just that we never thought we'd ever have to go through the ordeal of playing it again.

Aero Gauge attempts to be a 64-bit version of *Wipeout*, but forgets to include any of the things that made the Psygnosis classic so popular amongst PlayStation owners. There's no inspiring music, no subtle control, no weaponry, no gentle learning curve, and absolutely no chance of winning. If you *must* make an N64 clone of an elderly 32-bit game, surely you should ensure that your rip-off is graphically superior and plays far better than the original. Acclaim almost did it with *Extreme G*, the sequel should be even closer, and *F-Zero X* is due for release in a matter of weeks. And, of course, there's *Wipeout 64* itself, already looking stunning. With that kind of competition, you'd think ASCII wouldn't make the expensive mistake of coding a PAL version of *Aero Gauge*. Software houses, it seems, can be *very* eccentric.



The wonders of pop-up, mean this tunnel is far longer than it seems.

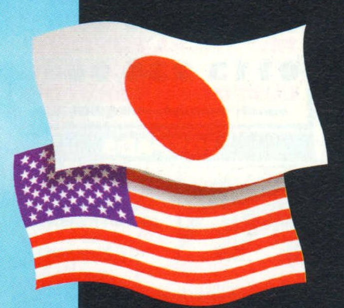


To play, *Aero Gauge* is actually quite smooth and fast. However, this is largely because the game only draws the twists and turns in the course about half a second before your vehicle goes blazing into them. Using the default view, the track doesn't exist beyond the your nose, making steering at speed a near impossibility.

Not that you really want *Aero Gauge* to move too quickly – zipping through one of the horrible strobing tunnels is possibly the best method ever devised for discovering your susceptibility to epilepsy.

Foul graphics; cheating computer opponents that zoom away right from the word 'go' (even when you've mastered the unnecessarily difficult Turbo function); a tedious race structure, requiring you to pre-qualify for a pointless grid position; four of the most banal, confusing, badly designed tracks we have ever seen... We could go on. *Aero Gauge* is truly a game beyond redemption.

MARTIN KITTS



The games reviewed from this page forward are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

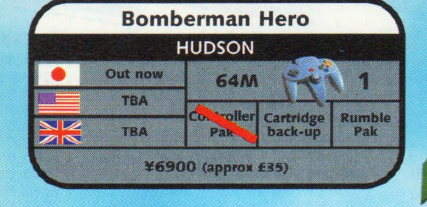
PREVIOUSLY IN N64 We previewed *Bomberman Hero* in issue 14.

Bomberman's a hero! But think Cooperman rather than Superman...

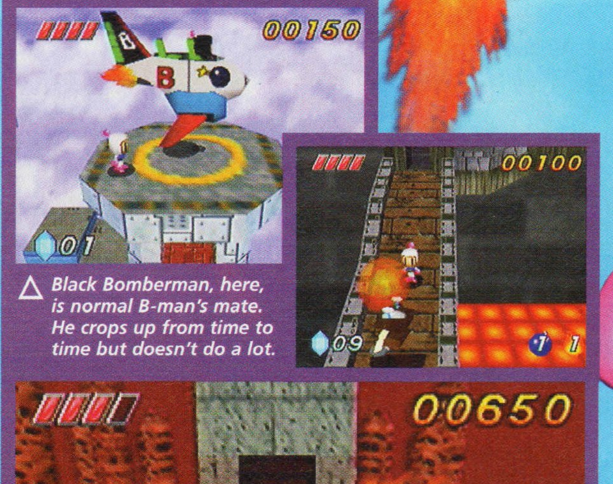


Explosions aplenty as you paddle through the depths. Dangerous stuff.

BOMBER



Bomberman Hero				
HUDSON				
Japan	Out now	64M		1
America	TBA			
UK	TBA	Controller Pak	Cartridge back-up	Rumble Pak
¥6900 (approx £35)				



Black Bomberman, here, is normal B-man's mate. He crops up from time to time but doesn't do a lot.



After the dire *Bomberman 64*, you'd be forgiven for expecting Hudson to take one of two courses of action: either never do another 3D *Bomberman* game again, or do another 3D *Bomberman* game but spend a good while reworking the formula. Plainly, they've plumped for the latter, with sequel *Hero*. Or so you might think.

If we all took time out to think about it, we'd have probably realised fairly smartish. *Bomberman 64* is only six months old in Japan. Which *must* mean this was started before the first game was even finished. Subsequently, it's not hard to see why some similar faults have crept into this follow-up.

In fairness, though, *Bomberman Hero* plays more like a traditional 2D platformer than the 3D adventure that was *Bomberman 64*. But, even given that, it's still a strange, muddled mix of the two that doesn't quite work as well as it should. It's fun intermittently and it's more lively than its predecessor but, at the end of the day, it's still *not* the *Bomberman* game we want from our N64. And this is why...

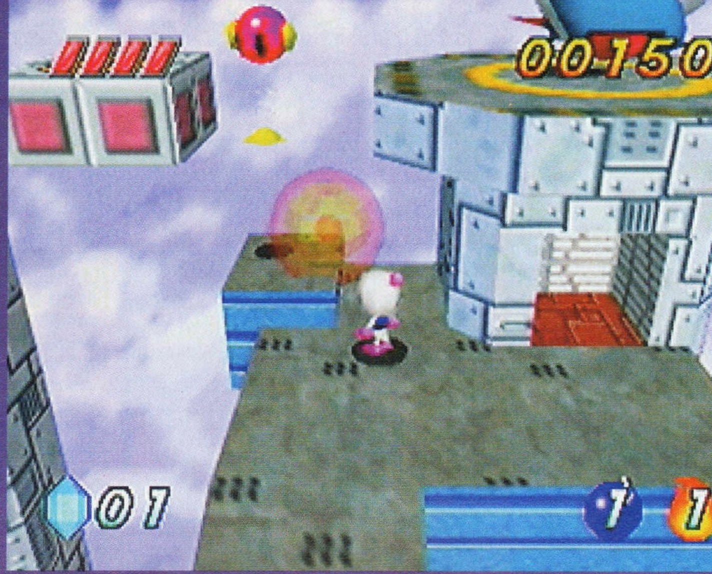


△ Giant flowers spit poisonous stuff at you. Must be all that compost, eh?

Up in the clouds and Bomberman's marvelling at the BOOM! ▷

▽ Spider-thing. He'll have your backside by the end of the day.





MAN HERO

▽ This mirrored room'll do for you if you're not careful. Er, if you're rubbish.



Traveller's tales

Only capable of laying bombs, eh? Not in *Hero* he isn't...



Underwater? Not that you can really tell (bar the bubbles), but yes. Bomberman gets out his air tank and snorkle for a spot of beneath-the-surface action here, and the results are, um... okay. Things slow down a bit when big enemies are on-screen and, for no other reason than they can, Hudson have changed the controls completely. B no longer lays bombs. The Right shoulder does instead. *Good* idea.



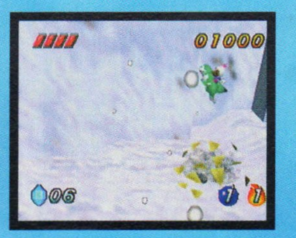
Hero becomes tricky around the time that Bomberman gets granted this set of tidy propellers. Watch for that suddenly-coming-out-of-nowhere pop-up on a couple of sections, and some more slowdown. But, these bits are otherwise quite good fun and swooping for diamonds is a good challenge. Remember, the longer you hold the Right shoulder button, the bigger your bomb grows.



Quite good, these bits. The idea is that – rather like *Mario Kart*'s old coins-to-go-faster idea – the more diamonds you pick up, the faster you go. Enemies can be dispatched by a handy spin action (B button) and the main objective is to keep to the thin snow ways that run into the distance. The trick comes with being able to leap from one to the other, without falling through the gaps in between. Good stuff.



Sadly, Hudson went a bit too grand scale on this. With all the screen-sized enemies they chose to include, there's so much popping up out of nowhere and the speed is so slow that you'll struggle to maintain any sort of control. Expect much 'woah, woah, woooooooooah!' falling-off-the-side-of-a-cliff sections too, as you cunningly avoid one nasty, then realise you've slipped into the dark abyss of a canyon. Nasty.



Recognise this? Avid *Bomberman* fans will be familiar with this odd-coloured rabbit as he's made appearances in the SNES *Bomberman's 3* and *4*. His outing in this means you no longer have the power to do anything but jump quite high and do a vertical platform-to-platform jump (hard), which enables you to complete the level. Sadly, he's chosen a tedious – and criminally jerky – level for his N64 debut. Oh, dear.

GO! GO!


CAM GET SOME
Cameras, eh? Easy to do, you'd think. Well, *Bomberman Hero* does away with its predecessors 3D alternative and instead goes for a slightly to the left, slightly to the right and slightly above option. Not entirely sure what we're on about? Well, read on...



Default
This is where it's normally placed. Fine.



Left
This is switching to the Left view.



Right
This is switching to the Right view.



Above
And this is up, up and away.

You're the boss

***Bomberman Hero* is split into five planets, each split into three sections with three to five levels each. Each planet is then rounded off with a boss. Prepare for showdown...**

Weird Clown

Disturbing facial antics are followed by a four-way laser which, as Clown-boy revolves, whizz round trying to catch you out. The thing to watch out for is the sudden change in direction as he switches from right to left. If his lasers touch you he laughs in a deeply frightening fashion. The key to destroying him is to leap and *then* fire your bombs, getting him around about the head area. Surprisingly tricky considering he's the first boss.



Lava Spider

This mechanical monster pops up out of the lava intermittently to fire a streak of blue laser, or lob four huge doodlebugs in your direction. This is a bit of a niggly one, not least because the camera doesn't scroll as you move around the square. Instead it stays face-on, meaning it's difficult – when you're trying to avoid a steaming great laser being fired at you – to run back around the square without falling off.



Giant Eagle

"So, what exactly do I do here?" was a common cry from the **N64** office when this over-sized egg-layer started flapping his wings about. And the answer? Well – after Hudson once *again* change the controls around – that pressing A gives you height enough to drop bombs downwards onto the head of the eagle. You're supposed to use the two fans to help ascent, but you can just go upwards regardless. Easy. Once you know how.



Whip Woman

This rabbit look-alike occupies a floating platform in a strange squared arena on world four. As well as her enviable ability to crack a whip about your robotic body, her mate the Lava Spider's popped up again to strike you down with his rays o' death. The key to beating them both? Get rid of her first with a couple of well placed bombs, then concentrate on him. Disturbing one-eyed arachnid proceedings ensue.



Brick Sphinx

This strange lion-shaped semi-detached is the only boss that really keeps you guessing. First, you have to lob two bombs (leaping, again, at the same time) at the blue diamond on his forehead; then, he fortunately brings out a force field to protect himself, so you need to go for his tail a further three times; finally, it's back to his forehead for another bash. Exact placement is required and, all the time, he's firing missiles at you. Ticklish.



Blue Foe

This dark-clothed nasty crops up a number of times during the game and gets progressively harder to kill each time. Although he doesn't look *exactly* like Bomberman, he runs around and throws bombs, so we guess he's an Evil Bomberman, intent only on destruction. And that. By the time you meet him on the last but one world, he's lobbing all sorts of bomb-types around and making the most out of those PlayStation symbols on the ground. Odd.



Right. Well, here we are again then, staring straight down the rusty old barrel of another below par *Bomberman* game. Not as below par as its predecessor maybe, but still a game to disenchant those who once worshipped the series' 16-bit outings.

The changes are obvious. Firstly, the camera has been completely revised, chopping out 360° movement in favour of an odd and unsatisfying twitch to either side.

Subsequently, the game plays more like a traditional 2D platformer, especially as Bomberman has to mostly run from left to right and, occasionally, from bottom to top. It works for stretches of the game, but then – criminally – Hudson include a building with a ledge full of diamonds behind it, which the camera can't view *at all*. Add to that the fact that you have to hold the C-buttons down to, in turn, hold the alternative camera positions in place *and* that, when Bomberman then moves, the camera flips back to its default position, and you've got an interesting, but fault-laden alternative to *Bomberman 64*'s *Mario*-style viewing system.

Secondly, the structure of the game is more bitty, with each world split into levels and then sub-levels. What this means to the player is a series of short, linear adventures that end as quickly as they begin, never really providing anything too testing. Indeed, the most difficult parts of the game are usually unintentionally so. Bits where you're trying to leap from platform to platform, with camera behind you, and accidentally misjudge the jump. Or, where enemies suddenly appear out of nowhere and kill you off. Or, that dreaded slowdown in busy areas. All basic design errors that could have been ironed out.

Thirdly, Bomberman can now jump, leaping with ease from one place to the other, and shunting *Hero* ever closer to a fully-fledged platformer. And, fourthly, and perhaps the biggest and most surprising change of all, there's no multiplayer game. Shocked? Presumably in an effort to pursue with *Bomberman*'s much-maligned one-player adventure, Hudson have completely



Firestarter? Floodstarter!

Bombs aplenty, as you'd expect in *Bomberman*. But, they're not just there for blowing people to smithereens. Oh, no...



Fire

Pretty standard stuff. Lob them and watch them explode in a visually pleasing – but difficult to judge – circular flame. A bit of a change from those vertical/horizontal explosions that epitomised 16-bit *Bomberman* games, eh?



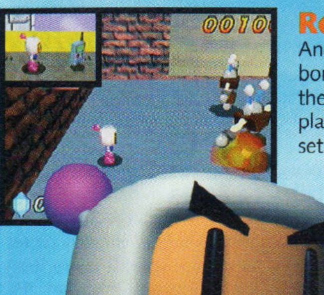
Salt

Things go a bit odd when these enter the equation as they're entirely filled with salt and don't seem to have much effect on enemies. Persevere, though, and you'll find they work perfectly with those scary slugs. It just requires a couple of hits, see?



Ice

These are great. Throw them at something and they'll fizzle in a circle then grow up around nasties, into an ice cube. The best bit? You can leap atop them and get to higher platforms. The only thing to remember is that the ice melts fairly promptly.



Remotes

And then there's these. Not bombs, but equally fire-related, these are detonators that you can place wherever you want, then set off at will. Useful for amusing enemy deaths and explosions you'd prefer not to get too close to. Magic.



The old spikes trick, eh? Still, better than crumbling platforms, isn't it?



Bomberman gets a good, old fashioned shunting. Nasty.

Underwater and outta control! Or is it underwater and paddling at a fair-to-middling pace?





This platform moves and you have to blow up the turrets. Hard.



Ball-tossing snowmen. Wherever did that come from?



Spider-thing returns with his one eye.

done away with what made these games great in the first place.

Certainly the arenas in *Bomberman 64* had a lot wrong with them but, even so, to see the demise of a four-player game is like seeing Mario without his 'tache. Even if they'd included a more traditional *Bomberman* multiplayer game, that would have been something.

But, alas, there's nothing remotely get-the-friends-round-to-have-a-go in here. Instead, you'll have to persist with the one-player game which, although enjoyable in places, is niggly and frustrating for a lot of the time. Oh, it's *okay*: the switch from 3D to pseudo-2D adds something appealing to the way the game plays and at least this version is lively – unlike *Bomberman 64* which was emptier than David Beckham's head. In fact, it's livelier to such an extent that there's possibly *too* much going on, slowing down sections of the game that should have been faster and snappier.

Ultimately, then, this is better, but far from brilliant. It's more diverse – Bomberman can fly, dive, snowboard, jetski and ride that green rabbit-thing – and controlling the character feels easier, more enjoyable and surprisingly, given the constraints of the camera system, markedly more free. But, who needs the controls being switched half way through a game for no reason at all? Who needs the confusion of Bomberman dying in water one level then able to walk in it the next? Who needs Hudson stealing bits straight out of *Mario*, *Lylat Wars* and *Mario Kart* and not doing them as well? And who needs a game that's got a first level as easy as its last? The answer, of course, is no one, meaning *Bomberman* once again fails to make any lasting impression on the N64. This is coming out in the UK in a couple of months. It's quirky, but don't scribble it in at the top of your wanted list, eh?

TIM WEAVER

ACCESSIBILITY

Hard only if you've a very minimal grasp of the English language. This'll barely need translating.

5 VISUALS

Okay. It's tidy for the most part but *Bomberman 64* looked better.

7 SOUNDS

Some pleasing keyboard tinkering that can only be described as 'Japanese'.

4 MASTERY

Pop-up and slowdown, plus a flawed 2D-esque engine. Some of the levels are nice, mind.

6 LIFESPAN

No multiplayer game and its one-player mode is middle-of-the-road, average stuff.

VERDICT

An improvement, but not *enough* of an improvement to make the necessary impact. Strangely compulsive at times but, for the most, a genuine disappointment. And there's no multiplayer game. Tut, tut.



PREVIOUSLY IN N64 We took a Future Look at *NBA Courtside* back in issue 14.

KOBE BRYANT'S NBA COURTSIDE

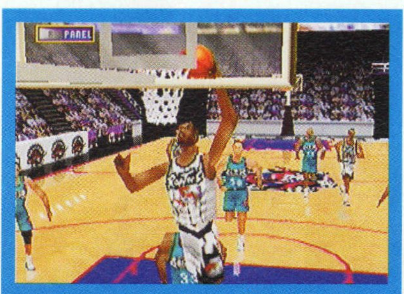
N64 MAGAZINE STAR GAME

NOBODY LIKES YOU
Home team bias is a proud tradition in all US sports – particularly basketball. Fanfares play when the home team is attacking, and the slow handclaps start when the opposition gets the ball. *NBA Courtside* doesn't include much of this, but it does have a rather disturbing commentator. When the home team scores he yells out the scorer's name rather like Michael Buffer, the legendary boxing announcer. When the away team scores he sounds almost disappointed.

Nintendo scores from downtown.

NBA Courtside				
NINTENDO				
US	Out now	96M		1-4
UK	June	Controller Pak	Cartridge back-up	Rumble Pak
$60 (approx £45)				

Nintendo involved in American sports, eh? Surely it must include Mario and chums rattling the hoop with a fizzing Bob-Omb or two? In front of the Space Shuttle. Or how about a slippy-slidey ice court, with a team of giant penguins as the opposition, and Bowser setting off trap doors? Actually, no. *NBA Courtside* is a totally unfluffy *serious* basketball game, with nary a Yoshi to be seen.


The replay option is silky smooth, and gives some spectacular action shots.

The crisp graphics almost resemble a PlayStation game, but with much-improved textures and resolution. There's none of the nasty fogging of Konami's murky *NBA Pro* – in fact there is not even the slightest hint of an anti-aliased blur. The graphics are sharp and well-defined throughout, and the animation is simply fantastic – the players perform countless different throws and dunks, and they move with the kind of confident swagger that only 7ft tall, 20 stone, $10 million-a-year athletes possess. The superbly implemented camera pivots around the centre line, giving the attacking team a slight upwards angle to run at, and can be repositioned should you feel the need.

Of course, all of this would count for little if *NBA Courtside* played like, say, *NBA Hangtime* – an endless series of spectacular but unsatisfying slam dunks. The ease with which you can score, and the rarity of a successful block or steal is where almost every basketball game ever made has failed to capture the imagination. Since real basketball is a television event, designed for an audience with the attention span of a gang of tartrazine-fuelled hyperactive ten-year-olds (ie, the American public), TV companies have ensured that there is never a dull moment. If a team spends more than two minutes without hitting the basket, it's a 'scoring drought', and the fans will turn over and watch reruns of Home Improvement instead. So, exciting though a basketball match is, the only part that has any real effect on the outcome is the final five minutes – and that hardly makes for gripping entertainment when it's translated to a £50 computer game.

What we want is a basketball game with brains. A basketball game with an intelligent defence system, where scoring a spinning dunk isn't simply a matter of routine. With *NBA Courtside*, Nintendo have actually done it.

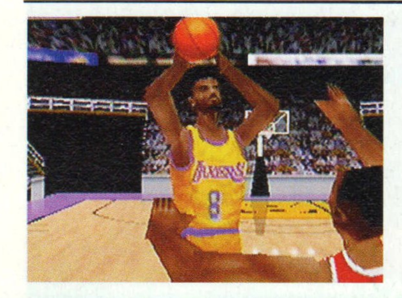
Team 64 got game...

A player creation option is pretty much par for the course in any self-respecting N64 sports game, and *NBA Courtside* doesn't disappoint on that front. Up to 32 players can be built from scratch, and stored on a controller pak to play against your friends' creations. You're allowed an unlimited number of points to build up your player's abilities, so you can be a complete cheat and make up a team of 7'10" monsters who can score from inside their own half and flatten the opposition with their breath. Players can be signed to any team you choose, so you can make up a Michael Jordan (the only notable absentee) for the Bulls, or any number of golden oldies such as Larry Bird, Magic Johnson, or Kareem Abdul Jabaar. We know our basketball here at N64 (no, really), and we're thoroughly prepared to take on any team, anywhere.

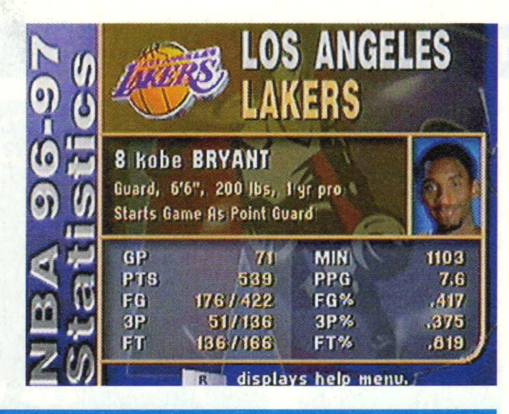


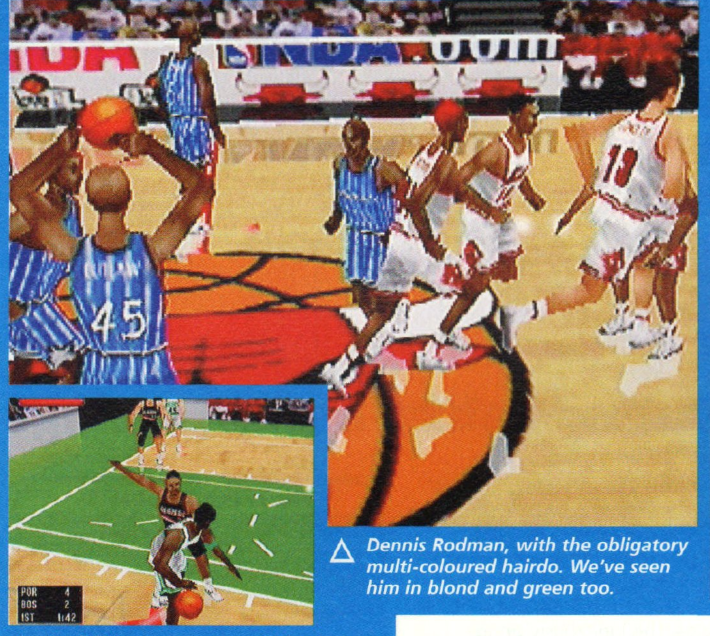


Who are ya?



No, not a Japanese earthquake zone or, as Wil thought, a cute pink blob with a baseball cap – Kobe Bryant is, in fact, the Lakers' new teenage prodigy, and the hottest property in American sport at the moment. One of only a handful of NBA players not to have played college basketball, Kobe is the first rookie ever to feature in the all-star game (the end-of-season showpiece between the best players in the league). He's been described as the new Michael Jordan – which might be why Jordan doesn't appear in this game. More importantly, Kobe's signed up for a whole series of N64 games, so you can expect to see him in a variety of 64-bit basketball-related antics.

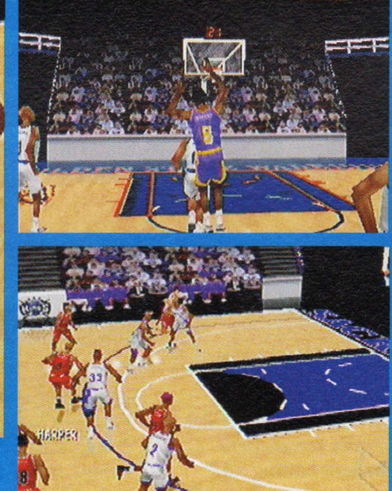


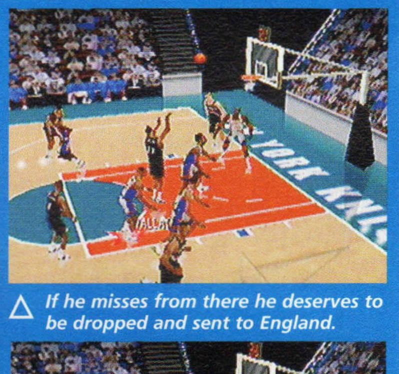


Dennis Rodman, with the obligatory multi-coloured hairdo. We've seen him in blond and green too.

Back into your opponent, then double tap R to spin away and shoot.

Kobe Bryant scores from any distance – it's his game, after all.





If he misses from there he deserves to be dropped and sent to England.

The control system is simple and intuitive. Passing and shooting are controlled with A and B, the C-buttons give you a few neat special moves, and R is used to back into or spin away from opponents. It couldn't be easier, especially when coupled with the ultra-smooth analogue movement which allows anything from a nonchalant stroll to a head-down sprint. Using these basic controls, it's possible to pull off a staggering range of passes, tricks and shots – anything from just chucking the ball to a team mate to bouncing it between your legs, hooking it over your head, and rattling the hoop with a flying dunk. You can even *defend*, using a well-timed press of the pass button to swipe at a loose ball or tip away a pass or shot. It all looks so realistic, the control is so instantaneous, that you really do believe you're in *total* control. After last month's disappointing *World Cup '98*, it's a joy to play a real sports sim – even if it's a sport we hardly ever watch on TV.

NBA Courtside also boasts some of the best player AI we've seen. If you stop and stand still, your team mates will dart around trying to make space for you, drawing markers out of position and getting into space to receive a pass. They certainly don't stand waiting until your next action triggers a preset movement pattern, as they do in most sports games. 64-bit intelligence!

The one area in which *NBA Courtside* is lacking is, surprisingly for a Nintendo release, presentation: You're just dumped into a game after a short introduction from the commentator; no teams walking out; no panning shot of the arena; the music stops jarringly whenever the controller pak is being accessed; there are hardly any celebration animations... Minor points, perhaps, but a little irritating when you consider the quality of the rest of the game. Grrr.

Never mind. Presentation aside, *NBA Courtside* is the second best team sports game on the N64 (after *ISS64*, of course), and we love it. Here's hoping for the PAL conversion.

MARTIN KITTS

8 VISUALS
Recognisable players, tonnes of animation.

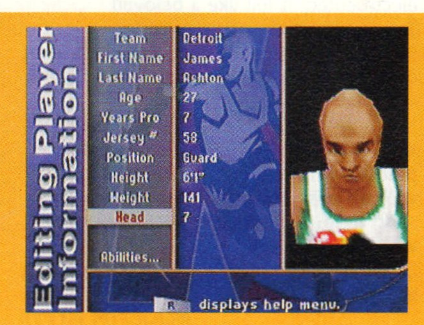
8 SOUNDS
Nice music, individual voices in the crowd. Squeakety squeak!

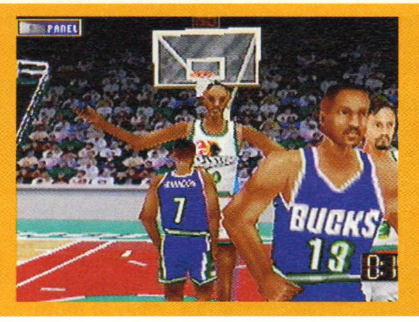
8 MASTERY
You always feel totally in control.

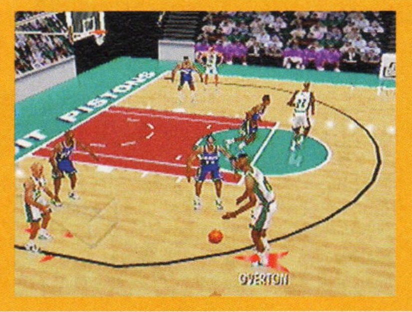
8 LIFESPAN
Plenty of options to tweak and players to create.

VERDICT
The sneaker-squeaking king of American sports.



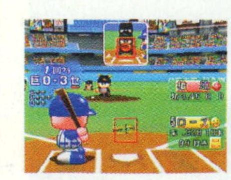






PREVIOUSLY IN N64 We reviewed the prequel, *Power Pro Baseball 4*, way back in issue 3.

COMPLETELY BATTY
You have three types of shot available to use. Pressing R switches from the standard all-purpose hit to the full-on, home run thwack. Bottom-C allows you to play a cheeky little defensive dink. Batter up.







△ *Ouch! That hurt! The after effects of an unfortunate ball – face coincidence.*



△ *A nice slow in-swinger should confuse the bulbous-headed leftie batter.*

◁ *He's out! Having legs the size of chipolatas means running is s-l-o-w.*

POWER PRO BASEBALL 5

Swing, batter batter batter batter batter, swing!

Baseball is hardly the most popular sport in the N64 office. In fact, it ranks somewhere between badger baiting and Russian roulette on our scale of enjoyable pastimes. Quite a few places above cricket then.

But Konami's surreal *Power Pro Baseball 5* could well be the game to change our opinion. The fifth in a series spanning the Super Famicom and the Nintendo 64, *Power Pro*'s previous incarnations have sold in Japan as fast as they can build the carts, and several million baseball-crazy Japanese gamers can't all be wrong, can they?

After flicking past page after page of Japanese text, the game proves very simple to play. Pressing A swings your bat in a rather threatening manner, and the analogue stick moves a little target around to determine where you will strike the ball. The C-buttons control your runners to each base, enabling you to score points (or runs, or whatever they're called). Easy! Once you get the hang of timing your swings, you'll be clubbing the ball over the park wall with satisfying regularity. Pitching proves a little more difficult, especially against the ludicrously good CPU opponents (who *always* hit a dodgy home run when they're losing), but playing against a fellow human will give a more even match.

Power Pro 5 looks and sounds good too. The sprite-based graphics don't exactly push the N64 to new heights, but they're cute and full of character, in a Tokyo South Park sort of way. Konami's Response Sound System is employed to full effect, and the games sound very lively – behind the commentator's incessant jabbering, there is a stadium PA system (presumably informing the crowd of illegally parked cars and wives heading into labour), and some rousing anthems from the terrace bands.

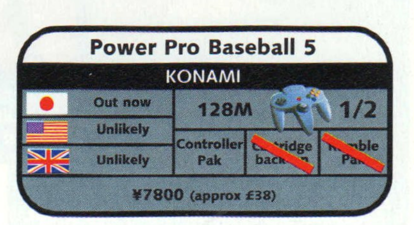
It's still just baseball, though. Throw, whack, run, repeat. Where *Power Pro 5* scores highly is in its RPG-style story mode. Here you take control of a bulbous-headed baseball kid, who 'manages' a team of bulbous-headed baseball misfits. The team must be trained, dodgy agents (who infuriate the hero so much he regularly bursts into flames) must be dealt with, and matches must be arranged with other kids. Sometimes these matches end in a glorious victory, sometimes they end with one of your players in hospital after having a 100mph curveball lobbed at his head by a psychotic pitcher. There's even a love story sub-plot, and something about a mad scientist who likes to perform experiments involving bulbous-headed baseball kids and mains electricity.

▽ *The evil manager. He certainly rubs our hero up the wrong way, but without him there are no games.*

Although the text remained a mystery, we soon formed a bond with our adopted baseball kids. When the one who wears too much mascara and the twins with the inflatable heads went missing, presumed electrocuted, it felt like a beloved Tamagotchi had expired on us. Fortunately, the twins were found hanging out by the beach. Mascara boy still hasn't returned. Sob.

Whether an incomprehensible baseball RPG alone makes *Power Pro 5* worth purchasing is questionable. But coupled with an enjoyable implementation of the sport itself, Konami have created a game which might just convince us that playing baseball is even more exciting than playing with traffic.

MARTIN KITTS





ACCESSIBILITY
The management section is baffling, the RPG mode is confusing but fun. English translation please, Konami!

6 VISUALS
The cutest sprites on the N64.

8 SOUNDS
Great music, non-stop commentary, realistic stadium noise.

3 MASTERY
Apart from the sound, you'd think this was on a SNES.

7 LIFESPAN
Only if you've got a like-minded friend.

VERDICT
Knock 10% off if you're not a fan of Japanese weirdness. Or baseball.

78%





WE HAVE 6 MAD KATZ WHEELS PLUS 6 COPIES OF GT 64 UP FOR GRABS

All you have to do is send your answer to the following question on the back of a stamped S.A.E to: "The Mad Katz is mine", Excitement Direct (N64), Streatfield House, Carterton, Oxford OX18 3XZ

Question: Does the N64 Mad Katz wheel have a rumble facility?

Entries must be received by 14th July 1998. Remember 6 people have to win. All entrants will receive a copy of our brochure.



01993 844885

THE NINTENDO SPECIALISTS

FAST DELIVERY SERVICE

usually within 3 working days for games and accessories in stock.

WORLD CUP OFFER: WORLD CUP N64 GAME, 1MB ENGLAND MEMORY CARD & ENGLAND STICKER KIT £57.99

NINTENDO 64

1080 SNOWBOARDING	CALL
AERO FIGHTERS ASSAULT	£38.99
ALLSTAR BASEBALL	£42.99
BANJO KAZOOIE	£40.99
BLASTCORPS	£37.99
BOMBERMAN 64	£40.99
BUST A MOVE 2	£42.99
CLAYFIGHTER 63 1/3	£27.99
CHAMELEON TWIST	£35.99
CRUISIN USA	£29.99
CRUISIN WORLD	£29.99
DARK RIFT	£31.99
DIDDY KONG RACING	£40.99
DOOM	£31.99
DUKE NUKEM 64	£32.99
EXTREME G	£32.99
F1 POLE POSITION 64	£39.99
F1 RACING 98	CALL
FIFA ROAD TO THE WORLD CUP	£36.99
FIGHTERS DESTINY	£41.99
FORSAKEN	£38.99
FOOTBALL!	£42.99
G.A.S.P.	£44.99
GOLDEN EYE	£40.99
GT 64	£40.99
HEXEN	£23.99
HOLY MAGIC CENTURY	£45.99
INT. SUPERSTAR SOCCER 64	£29.99
INT. SUPERSTAR SOCCER 98	CALL
KILLER INSTINCT GOLD	£44.99
LAMBORGHINI 64	£43.99
LYLAT WARS & OFFICIAL RUMBLE PAK & FREE YOSHI TOY	£49.99
MADDEN 64	£39.99
MACE: THE DARK AGE	£34.99
MARIO 64 & FREE MARIO MOUSE MAT	£40.99
MARIO KART 64	£40.99
MISCHIEF MAKERS	£39.99
MISSION IMPOSSIBLE	CALL
MORTAL KOMBAT MYTHOLOGY	£41.99
MYSTICAL NINJA: STARRING GOEMON	£44.99
GOEMON T-SHIRT	£9.99
NAGANO WINTER OLYMPICS 98	£40.99
NBA COURTSIDE	£33.99
NBA PRO 98	£39.99
NHL BREAKAWAY 98	£37.99
NFL QUARTERBACK CLUB 98	£43.99
OLYMPIC HOCKEY	£34.99
PILOT WINGS 64	£39.99
QUAKE	£37.99
RAMPAGE WORLD TOUR	£44.99
RECKIN BALLS	CALL
ROBOTRON 64	£48.99
SAN FRANCISCO RUSH	£33.99
SHADOWS OF THE EMPIRE	£39.99
SIM CITY 2000	CALL
SNOWBOARD KIDS	£33.99
TETRISPHERE	£33.99
TONIC TROUBLE	CALL
TOP GEAR RALLY	£40.99
TUROK: DINOSAUR HUNTER	£29.99
UEFA	£44.99
WAVERACE 64 & FREE WAVERACE MOUSE MAT	£44.99
WAYNE GRETZKY 98	£44.99
WAYNE GRETZKY	£35.99
WCW vs NWO: WORLD TOUR	£40.99
WETRIX	£33.99
WORLD CUP 98	£45.99
YOSHIS STORY	£40.99

SUPER NES

DONKEY KONG COUNTRY 2	£19.99
DONKEY KONG COUNTRY 3	£25.99
ILLUSION OF TIME	13.99
PILOT WINGS	£8.99
SUP' MARIO ALLSTARS & SUP' MARIO WORLD	£26.99
TERRANIGMA	£9.99
YOSHIS ISLAND	£17.99
ZELDA	£18.99

GAMEBOY

GAMEBOY POCKET CAMERA	£34.99
GAMEBOY POCKET PRINTER	£41.99
GAMEBOY POCKET CAMERA & PRINTER	£71.98
GAMEBOY POCKET - PINK, BLUE, RED ETC	£40.99
GAMEBOY POCKET TRAVEL BAG	£5.99
DONKEY KONG LAND 3	£21.99
JAMES BOND 007	£23.99
MONOPOLY	£17.99
MYSTICAL NINJA	£17.99
POCKET BOMBERMAN	£17.99
WARIOLAND 2	£14.99
WORLD CUP 98	£22.99

PLAYSTATION

DEATHTRAP DUNGEON	£32.99
DIE HARD TRILOGY & PROTECTOR GUN	£25.99
GRAN TURISMO	£37.99
MEN IN BLACK	£31.99
PREMIER MANAGER 98	£32.99
RESIDENT EVIL 2	£39.99
THREE LIONS	£34.99
TOMB RAIDER 2	£32.99
WORLD CUP 98	£33.99

FREE Goemon T-Shirt if you buy Mystical Ninja at the same time as any other N64 game that is highlighted in green

US NINTENDO 64 GAMES

Universal adaptor enables you to play US games on a UK machine. £13.99 if you buy it at the same time as any game

AERO GAUGE	£52.99
CLAYFIGHTER 63 1/3	£18.99
DUKE NUKEM	£49.99
EXTREME G	£49.99
F1 POLE POSITION	£19.99
FIGHTERS DESTINY	£49.99
FORSAKEN	£52.99
GRETZKY 98	£49.99
INT. SUPERSTAR SOCCER 64	£49.99
JEOPARDY	£49.99
MISSION IMPOSSIBLE	£52.99
MK MYTHOLOGIES: SUB ZERO	£19.99
MULTI-RACING CHAMP'SHIP	£29.99
MYSTICAL NINJA	£39.99
NAGANO WINTER OLYMPICS	£49.99
NBA IN THE ZONE 98	£49.99
QUAKE	£52.99
RAMPAGE WORLD TOUR	£49.99
RECKIN' BALLS	£52.99
ROBOTRON	£49.99
VIRTUAL CHESS 64	£49.99
WCW vs NWO	£49.99
WETRIX	£52.99
WORLD CUP 98	£52.99

2nd Hand US Games Also Available

Purchase any one of the games in red for just £13.99 if bought at the same time as any other game

CABLES AND CARDS

Action Replay - Hundreds of built-in cheats for all the best games, fully programmable memory. Memory Manager and smart card slot add fantastic expansion feature £38.99

Game Killer 64 - Contains cheats for latest N64 games including Mario 64, Mario Kart 64, Wave Race, Cruisin USA, Pilot Wings & Shadows of the Empire £19.99

Joypad extension cable £6.99

Pair of extension cables £11.99

Scart Cable - Improves picture and sound quality £8.99

Stereo AV Cable - 3 phono plugs with scart adapter £8.99

S-VHS Cable - Gives better quality than a scart cable but requires SVHS compatible TV or Video £8.99

Scart Converter Cable - Converts TV signal, to enable you to play a USA or Japanese machine £24.99

Scart Lead - with stereo audio £9.99

Official 256k Memory Card £13.99

256kb Memory Card £7.99

1MB Memory Card £10.99

4MB Memory Card £14.99

8MB Memory Card £18.99

WE SWOP

2ND HAND NINTENDO GAMES EXCHANGE FEE FROM ONLY £7.00

PLEASE CALL FOR DETAILS ALL SECOND HAND GAMES GUARANTEED FOR THREE MONTHS

Ask about our Extended Warranties

ULTRARACER

Revolutionary mini hand-held steering wheel. Great control. £25.99

Get £3 off any game bought at the same time as the Ultraracer



MAD KATZ STEERING WHEEL WITH PEDALS

With built in Force pak. True analogue steering, accelerator and brake. Memory card slot. £51.99.

V3 RACING WHEEL

300 wheel rotation, adjustable wheel positioning, unique table-top or under-leg mounting option. Programmable fire buttons and separate analogue foot pedals. £66.99



VRF1 ARCADE WHEEL

Analogue wheel with programmable buttons for the ultimate driving simulation

£47.99. With Pedals £52.99



TOP DRIVE STEERING WHEEL

With programmable stick shift and racing pedals. Rumble pak compatible. Works on N64, PSX & Saturn. £54.99

Get a FREE memory card with this wheel!

Rumble Paks

OFFICIAL RUMBLE PAK

The Rumble Pak shakes your controller during the game play so you can feel hits, speed boosts and other sims.

only £14.99

THIRD PARTY RUMBLE PAK £9.99
GOLD & SILVER PAKS £10.99

SHOCKWAVE

Unique SHOCK SENSOR adds force feed-back to ALL GAMES Built in 1MB Memory Card.

only £22.99

RUMBLE PAKS WITH BUILT IN MEMORY CARDS

Including 256K memory card	£12.99
Including 1mb memory card	£15.99
Including 32mb memory card	£29.99

Design may vary

INTERACTOR - FEEL THE FORCE

This back pack enables you to experience the blows, kicks and explosions.

N64 & PSX Compatible £24.99

MISCELLANEOUS

N64 Cleaning Kit	£9.99
Official Golden Eye Players Guide	£9.99
Official Mario Kart 64 Players' Guide	£9.99
Official Mario 64 Players' Guide	£9.99
Official Mystical Ninja Players' Guide	£10.99
Official Quake Players' Guide	£10.99
Official Yoshis Story Players' Guide	£10.99
WCW vs NWO guide	£9.99
Adapter (UK/USA) - Doesn't play Waverace or Diddy Kong	£16.99
Comms link	£34.99
Official 1080 Snowboarding guide	£10.99
Official Banjo Kazooie guide	£10.99
Carry Case for Nintendo 64	£12.99

MULTI-CASE £18.99
roomy, durable, waterproof, lightweight with cushioned interior

Master Blaster Packs

Special Edition N64 with gold controller

Please call for details



SPECIAL EDITION FOOTBALL

1MB memory card only £12.99

GET £3 OFF ANY FOOTBALL GAME IF PURCHASED AT THE SAME TIME



SOFT CHARACTER TOYS

They are sooooo cute.
Available - Banjo with Kazooie, Mumbo Jumbo, Yoshi, Donkey Kong, Diddy Kong, Bowser, Wario, Mario, Luigi & Toad £9.99

GET £2 OFF IF BOUGHT WITH BANJO KAZOOIE
BUY ANY 3 TOYS AND GET TOAD FREE
ALSO AVAILABLE AS KEYRINGS £5.99

STICKER KITS

Available - England Flag, Gold & Silver
Also available for PSX. £9.99



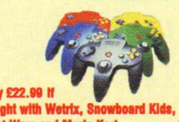
GAME BOOSTER

PLAY ALL GAMEBOY GAMES ON YOUR N64 IN FULL SIZE, IN COLOUR AND WITH FULL STEREO SOUND SUPPORT £33.99

GET £2 OFF IF BOUGHT AT THE SAME TIME AS ANY GAME

MAXIM 60 STEREO SPEAKERS £24.99

Ask about our Extended Warranties



only £22.99 if bought with Wetrix, Snowboard Kids, Lylat Wars and Mario Kart.

COLOURED OFFICIAL NINTENDO 64 CONTROLLERS

Available in blue, green, red, black and yellow
only £24.99 *OR £22.99 FOR 2 OR MORE*

SHARPPAD PRO 64

Enhanced controller with Auto-Fire and slow motion functions
only £21.99





SHARKPAD PRO 64²

Enhanced controller with Auto-Fire and slow motion functions only £22.99



Available in Black, Blue, Green, Red and Grey

SUPER PAD COLOURED

8 way digital direction control, memory card port
only £15.99

SUPER PAD 64 only £14.99

SUPER PAD 64 PLUS

Auto-Fire and slow motion features and memory slot
only £18.99





MAKO PAD

High precision control. Has Auto-Fire, slow motion and memory slot. only £20.99
only £14.99 if bought with any game

TRIDENT PAD only £14.99

TRIDENT PRO PAD Auto-Fire, slow motion, memory slot. Rumble pak compatible. only £16.99
THUNDER PAD only £14.99
THUNDER PRO PAD only £17.99

Available in Red, Green, Blue, and Grey

Trident and Trident Pro Pad have rubberised coating.
Thunder and Thunder Pro Pad come in black only and are uncoated

9am to 8pm Monday-Friday, 10am to 7pm Saturday, 11am to 4pm Sunday & Bank Holiday

FAX ORDERS ON
01993 840750

Exchange policy on new goods - if you are unhappy with your goods for any reason, simply return them in perfect condition within 3 days of receipt by recorded delivery and subject to a fee (10%, minimum £5), we will swap it for another item. We reserve the right to refuse exchange if the item is not received back in PERFECT condition.

NAME: .... ADDRESS: ....
....
POSTCODE: ....
TEL: ....
CARDHOLDER'S SIGNATURE: ....

ITEM	PRICE
	£
	£
	£
P&P	£
TOTAL	£

Postage is free for all orders shipped within the U.K. Optional NEXT DAY DELIVERY available. £5.00 for 1st item plus £1.00 for each subsequent item. Overseas postage £3.50 per software item

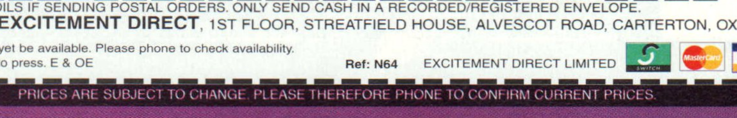
CASH ☐ CHEQUE *(Immediate cheque clearance)* ☐ POSTAL ORDER ☐ CARD ☐

CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE: ☐☐☐☐ ISSUE NO: ☐☐

PLEASE KEEP COUNTERFOILS IF SENDING POSTAL ORDERS. ONLY SEND CASH IN A RECORDED/REGISTERED ENVELOPE.
CHEQUES PAYABLE TO: **EXCITEMENT DIRECT**, 1ST FLOOR, STREATFIELD HOUSE, ALVESCOT ROAD, CARTERTON, OXON, OX18 3XZ

Inevitably some items may not yet be available. Please phone to check availability.
Prices correct at time of going to press. E & OE

Ref: N64 EXCITEMENT DIRECT LIMITED



PRICES ARE SUBJECT TO CHANGE. PLEASE THEREFORE PHONE TO CONFIRM CURRENT PRICES.

HOW TO... escape FORSAKEN the hard way!

by Daniel Glenfield

Get your trigger finger ready and prepare to do battle...

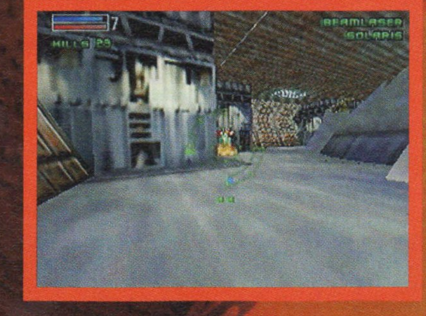


After reading Martin's review of *Forsaken* (N64/16, 87%), we're sure many of you futuristic-shooter fans went out and snapped it up pretty quickly. And, if you're anything like us, you'll have been screaming at your TV ever since. It's not an easy game by any means.

So, here at **N64** Magazine it was decreed by the great one (James), that a huge guide should be compiled to ensure that we'd all be victorious in our battles with the MDF. So heads up here it comes!

General tips

You can't just go out there waving your gun about hoping to kill your foe before it vaporises you. It won't work. Sure, it may seem brave at first but as your shields start to buckle under the strain of enemy fire, it will appear to have been a foolish decision rather than a master plan. The following tips may make us out to be a bunch of cowards but – hey – it's the winning that counts.





DON'T PANIC!!!

When your world's falling apart keep a cool head on your shoulders and you'll be fine. There's nothing worse than moving around a room full of baddies and panicking. So, keep calm and go back through the level to a safe area, catch your breath, then attack using anything you can for cover.

MOMENTUM

Worth a mention because momentum can both help, and hinder, your progress through the game. When trying to use SNEAKY! tactics (see further on) a short tap may be all you need to get the gun turret etc. into view; your craft's momentum will keep you moving just a little bit further.

NARROW GAPS

A small flaw (and it really is small) with this otherwise brilliant game, is that the actual pioncycles seem to be just a tad too large for the narrower gaps in the levels. It is quite easy to get in there usually, but if you're in a hurry to escape through one, you often seem to hit the walls rather than make your way into the next chamber. To combat this, slow up as you reach doorways and use vertical strafing to get lined up before entering. While you may take an extra hit or so, at least you'll be through safely.

PREVIOUSLY IN N64 There was a huge review of *Forsaken* in issue 16.

Strafing

As with any first-person shooter, the art of strafing is a vital technique to master. But because *Forsaken* is a 360 degrees game you not only have the traditional strafe across the horizontal plane, but also through the vertical and diagonal ones too. The following tips will go some way in helping you to master the art.

SIDE STRAFE

The easiest and most often used manoeuvre, this allows your pioncycle to sidestep incoming fire. Depending on which foe you are facing and its range, the distance you have to move will vary (see our section on the enemies for further details).

CIRCLE STRAFE

You should have seen this before in other games such as *Doom*. It involves holding the side strafe button while continually keeping your craft pointed at your enemy with the analogue. You can also use this technique to deal with homing missiles, but you need to take them out with your primary weapon (tricky) or get them to crash into a wall (very tricky). Whatever you do, make sure you do it quickly as the missile gets closer with every nanosecond. Gulp!



STRAFING IN WATER

When in water, your pioncycle moves slower than usual – though it doesn't seem to affect your opponents at all. Enemy fire remains at the same speed as normal, so strafing must be done earlier than usual to avoid being blown out of the water.

VERTICAL STRAFE

Usually used in narrow areas with little room for side strafing, the vertical strafe allows you to rise up through holes in the floor onto the next level, with your guns already trained on the waiting army of robots. With ground-based enemies (tanks, mounted guns etc.) you can use the gap as a trench to rise, shoot, then hide, before you take any damage. Some enemy fire is best avoided with the vertical strafe (again, see our section on the bad guys for details).



△ *Using vertical strafing here will save you half of your shield energy.*

DIAGONAL STRAFE

You'll hardly ever use this, but by holding the horizontal and vertical strafe buttons together you can avoid spread fire (an example of this is the formation of rockets the MFRL tanks fire when in the distance). Diagonal strafing is only used when horizontal or vertical strafing won't clear you away from the danger zone quickly enough.

EYES AND EARS

In the majority of cases you'll be able to judge when to strafe by the speed of the incoming projectile, but there will be times when members of the MDF's army are too close for comfort and give you absolutely no time to move out of the way. It is in these circumstances that you need to move as soon as you *hear* shots being fired to have any hope of avoiding damage.

Cowardly tactics

It may not be the most honourable way of doing battle but by heck it works well. We've compiled a list of the sneakiest, most under-handed ways of playing *Forsaken* and we're sure you'll find them useful for preserving your precious shield energy.



△ *The tank operators are far too busy driving around in circles to see you.*

▽ *If he can't see you, then you can't see him, right? Wrong, droid!*





SNEAKY!

An invaluable tactic for all the cowards/intelligent games players out there. Many gun turrets won't activate until you enter their sensor area, remaining inactive until you do. What this means is that it's quite possible to edge your way slowly into the mouth of the passage to get the turret into view, allowing you to dispose of it at your leisure and without it firing back! This is the best way to take out phaser turrets, but you need to be above them for it to work.

EAR TO THE GROUND

Moving near to a closed door will often result in any robots on the other side starting to fire in your direction, betraying their presence. Unlock the door with your primary weapon, while as far away as possible. You can now blast and strafe the enemies as they come through!

THE HELLO/GOODBYE TECHNIQUE

Should the above tip fail, try this. Open the door and rush in a few metres before hitting the reverse button to zoom back out into the previous room. Any guards will begin shooting and may even give chase, allowing you to pick them off as they come into range.

FOLLOW ME TO YOUR DOOM, FOOL!

A few enemies in the game will actually follow you if they get your craft in their sights, and you can exploit this foolish decision by backtracking to a corner and blasting them to space junk as they come gliding round.

COVER

Essential in almost every first-person shooter, using rocks, pillars etc. as barricades from enemy fire, is a very good thing. In *Forsaken* it's a *great* thing; health is so thin on the ground you really need to conserve every shred of it.

Hide behind a corner when your energy levels get critical. ▷





Other tips

PROCEED SLOWLY
Going at a snail's pace through each level will take ages but at least you'll be making steady progress through the game. You'll be able to use SNEAKY! tactics to deal with anything that might stand in your way and, ultimately, this'll make the game much easier.

THINK IN 3D
If you get stuck and can't find the way to the next part of the level, look for tiny passageways either high up or low down. These are often missed by those of us accustomed to *GoldenEye*'s all-on-one-level style of play.



Look out for tiny passages camouflaged against the scenery at the edge of a wall.

EYES OPEN
Unfortunately, many doors and secret panels blend in too well with the textures on the walls. To find these new areas you need to keep your eyes peeled for anything that could be a door. There aren't that many secret passages in the game so try extra hard to seek them out. They're usually packed with shield and weapon power-ups and, occasionally, much sought-after, extra lives!



If you spot any odd-looking textures, shoot them...

...And you may well find a secret area.

POWER POD
You start the level with a basic stage one phaser but this can be powered up with the power pod which is always near the start (usually just behind you). Make it your priority to grab this before engaging in combat; It makes it a hell of a lot easier to defeat the swarms of robots that'll attack the instant you start.

WEAPONS
Make every shot count – there are very few weapon power-ups in *Forsaken* and you'll need to make the most of every one.

MFRL
Having said that, the MFRL is loaded with rockets so use them as wildly as you want. These missiles cause a good deal of damage so aim well and FIRE!!!

BEAMGUN
Don't hold down the fire button for too long because the beamgun overheats quickly and you won't be able to use it again until it cools down. Single taps are best with this weapon.

INCOMING PHASER FIRE
This is almost impossible to avoid, so charge towards the source, firing Mugs as well as your primary weapon, to deal with it quickly.



NITRO
We only found one instance when we needed this. A radiation-filled room guards a stabiliser crystal and the speed boost was invaluable for getting it quickly and safely.

TROJAX
Charge this up by holding the fire button. The Trojax will release a blue ring of power capable of doing major damage!

SCATTER MISSILE
If you can hit an enemy with this you may cause it to release some shield and weapon energy. If you miss then it's a waste of a missile that could be invaluable for a boss. The choice, as they say, is yours!

AIMING
Strangely, your shots don't hit the centre of your crosshairs. Instead, line your target up just below the centre to ensure your shots hit home.

Power-ups
A few notes on the best that *Forsaken* has to offer.

Scatter Missiles
As we've already touched upon, these cause the opposing player to lose his weapons as well as inflicting major damage. They have the added bonus of homing in on their targets making them possibly the best weapon for multiplayer gaming.

Mines
There are two main ways to use these explosive devices. The first is defensive – drop them in narrow tunnels as you make your daring escape from a pursuing assailant. Planting mines at the entrance middle and exit of a passage make it extremely difficult for your malevolent rival to get past.
The second strategy is to lay mines, note their position and then try to drive your foe into them.

LONG SHOTS
If you suspect a rogue droid is hovering in the background, fire a shot towards it. If a robot's there, an explosion occurs and you can continue to fire from where you are. Needless to say, if there's nothing, you won't see an explosion.

KEY ITEMS
Picking these up always causes enemies to materialise somewhere in the level. Sometimes there'll be trouble straight away, sometimes later on in a previously-cleared area.



As soon as you pick up a key item, watch out for the new wave of enemies that beams in.

SHIELD/WEAPON ENERGY CAPSULES
If your shield or weapon energy bar is more than two-thirds full, don't pick up any capsules until it gets lower.

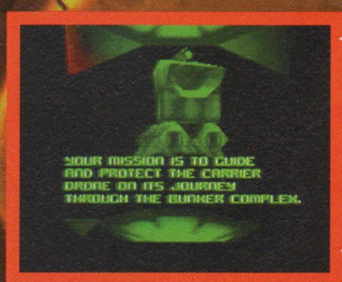
SWITCHES/TIMERS
These don't have to be nudged with your craft – shooting will activate them. This means you don't have to venture into robot-filled rooms to open doors, and it gives you more time to reach the newly-opened area before the timer runs out.



△ *Why bother flying all the way to the switch when you can shoot it from a great distance?*

TIMERS
Hitting these ALWAYS causes enemies to beam in. Take them out before hitting the timer for a second time, thus leaving your path free from hindrance.

NUKE DROID
This level can be very tricky but you can simplify things by clearing the area of enemies before escorting the little dude to safety. Just remember to hit the switches as you need them, and not as you go along.
ADDITIONAL: As the little droid goes through the level, new foes beam in, ready to do some damage. Always stay near him, waiting to blast the robot scum into a pile of scrap metal!



◁ *This is the droid you'll have to protect. Clear a path first...*

...And it'll trundle to its goal unmolested. ▽



BOSSES
Most bosses can't be killed, so just grab the beacon and leg it to a safe haven. Then you can fight off the bad guys until the timer runs out.



△ *Get Ramoan down to his last few pixels of energy, then find the beacon and hide.*

▽ *Safety Comp can be shot through the gaps in its shield – there's no need to remove the armour.*



PROTECTING LIVES
If you're about to lose a life which you really need for the boss, hit pause and restart the mission. This lets you go back and try again.

SAFETY COMPLEX
In the Power Dome mission, the main target can be taken out without having to trip the switches to lower the panels (and releasing the enemies). Just find the side which shows the red orb peering through a gap, get to the side, line up a few shots and BOOM! Mission completed!

INFINITE LIVES
We've saved the best 'till last. To get infinite lives, go to a level with an extra life in it (Power Dome for example) and collect it. Now restart the mission (aborting is no good) and voilà! You've gained a life. Now repeat this trick ten more times and come back whenever your lives get low. Top tip!

SAVE AFTER EVERY LEVEL
Rather than save your game after a few levels (as *Forsaken* would like) it is possible to do it after every one. Firstly find a save point and then after a particularly nasty level go back to it, beat it and then your game can be saved! If used in conjunction with the infinite lives trick above you'll be almost unbeatable!



HOW TO... ACCESS THE HARDER LEVELS

There are three paths to choose from in *Forsaken*: easy, medium and hard. (Or should that be hard, harder and insane?) Getting to each one requires meeting certain criteria on level 1 – Nuke. Finish it in 1:40 or under to access the hard path; 1:41-2:30 for the medium one or 2:31 or over for the easy path.
ADDITIONAL: It is possible to skip a huge chunk out of the hard path, leaving you just one level away from the last stage (Babalas). To do this, play the medium path through to Power Dome. From here you need a very high body count at the end of the level to leap onto the hard path, where you only need to complete one more level to move on to the terrors of Babalas. (We recommend stocking up on lives before attempting this level – all will be revealed later on.)

GO! GO!

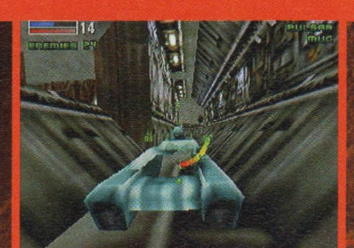
Enemies

The MDF's minions come in many shapes and sizes and each one is unique in its own malicious way. When engaging in combat, remember everything you've learnt in our general tips section because the following hints are for use when you've got no cowardly options available (or for when you're just feeling hard).

NOTE: There are other members of the MDF's military that we haven't mentioned, but they're very similar to the main types described so they shouldn't pose too much of a problem.

TANKS

These big blue baddies trundle along a set path firing a short volley of slowmoving energy bolts which can be easily avoided via strafing. Due to its low armour, the tank is easily beaten by anyone who can shoot straight, but they do become more dangerous in a group.



MFRL TANKS

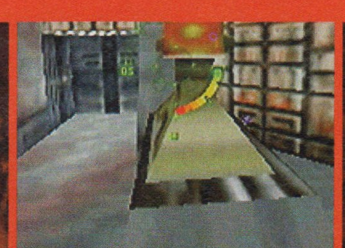
These are a completely different story. Heavily armoured and firing a pack of extremely fast (and painful) rockets, they move along a pre-determined route and open fire with just a sniff of your exhaust fumes. Most of the time you won't actually be able to use cover very effectively, so get out there and use your primary weapon (secondary if shields get precariously low) but use diagonal strafing while listening for the sound of rockets being launched.

What's their weakness? Well, as the MFRL tanks come to the end of their set path they must turn through 180 degrees before going back the way they came, and this confuses the mounted rocket launcher immensely. This is the time to open fire without fear of retaliation.



GUN TURRETS

Firing a fast volley of plasma bolts, these guns can be defeated by shooting from a distance whilst using strafe, to avoid taking any damage. Unfortunately these chaps are small, so the further away you go, the harder it becomes to hit them.



MOUNTED PHASERS

Usually strategically placed to guard vital shield and weapon power-ups, they fire damaging Phaser blasts which are too fast to dodge. If you can get above, it is possible to dispose of them but if that's not an option, then rush them, firing primary and secondary weapons to desolate each one as quickly as you can.



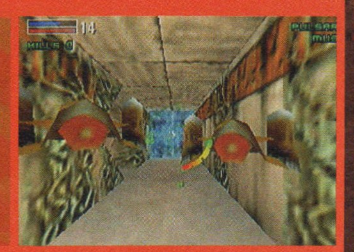
TWINSHOT ATTACK SHIPS

Big and slow, these enemies only take a few hits but the plasma bolts they fire have a large gap between them, making vertical strafing a must. Their rotational speed is slow, so take advantage and get lots of hits in.



MONOSHOT ATTACK SHIPS

Perhaps more deadly than their bigger cousins due to their increased mobility, Monoshot attack ships often sneak up behind you with plasma bolts firing. Circle strafe them so they find it difficult to lock onto your position.



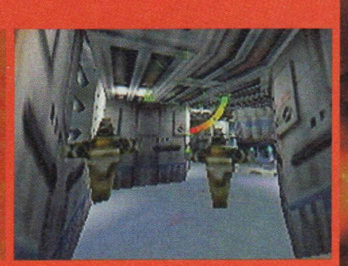
MDF LIGHT ATTACK SHIPS

These small grey menaces can make life difficult at first due to the concentrated energy blast they fire at your pioncycle. The best way to deal with them is to stay back and strafe while returning fire as fast as possible. These enemies usually roam about in a pack so be on your guard for a sneak attack from the rear.



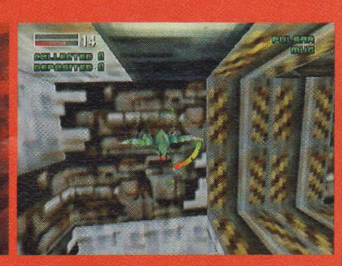
SCOUT CRAFT

On their own, these are simple to take down – a couple of shots from a level two pulsar should deal with them – but in a group they become a far deadlier foe, able to sap more than a bit of your energy. At close-quarters these won't give you time for strafing so move back a little to give yourself a fighting chance.



BIRDWING (FALCON CLASS)

Fast, manoeuvrable and deadly are the words best suited to these. Firing their high speed energy bolts, you'll rarely find them alone. If you can lead one away from the pack it will become easier to destroy it. If the whole pack gives chase then reverse back through the level, firing rapidly and taking one out at a time.



MOBILE PHASER CRAFT

Similar to the mounted phasers (but mobile), you'll need to take these out as quickly as possible to avoid sustaining heavy damage. It's hard to lure these enemies out of the area they normally occupy, but if you come across them in the vicinity of other members of the MDF's army you may have no choice.



GRAVGUN CRAFT

Always found within the immediate vicinity of other enemies, the Gravgun Craft's main purpose is to hold you while everyone else takes potshots at your pioncycle. Take Gravgun Crafts out of action first before engaging in any other battles, but use your secondary weapon to soften them up first.



HOW TO... deal with Babalas

This is it, the penultimate level. It requires you to vanquish the threat of the MDF once and for all via the destruction of its leaders Manmek, Maldroid, Dreadnaught and Ramoan.

To be honest it's not as hard a task as it first seems, and thanks to a brilliant tip for the last level boss Ramoan (who was initially one of the hardest enemies we've ever seen in a game) completing *Forsaken* becomes an awful lot easier.

The levels / bosses

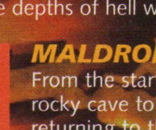
MANMEK

You come under attack the instant you start the level, so grab the powerpod at the top of the dome, deal with your current enemies and then move into the main chamber to take out a group of MFRL Tanks. Enter the vertical tunnel and go up to take out the two mounted phasers before grabbing the Titan missile, then go down the tunnel to take out a third mounted phaser and two Guard Turrets, thus gaining access to a room and alerting Manmek to your presence.

Go back up the tunnel to the halfway point and position yourself as in the screenshot, blasting Manmek with transpulse, and anything else you've got, as soon as he stops moving. When your weapons run out just hold the fire button down to hit Manmek with pulsars until he goes back to his domain (this may take a while), and then follow him until he reaches the centre of the room. At this point, you can hit the two switches on the wall to send him to the depths of hell while you happily blast away.



MALDROID





From the start, turn around and head up the rocky cave to collect a powerpod before returning to the floor. Then, using the small rock on the left as cover, take out the Gun Turrets. Now take the LOWER pathway on the left-hand wall and deal with the mounted phasers and MFRL Tanks. Return to the main chamber and then take the higher route on the left wall to gain access to Maldroid's haunt.

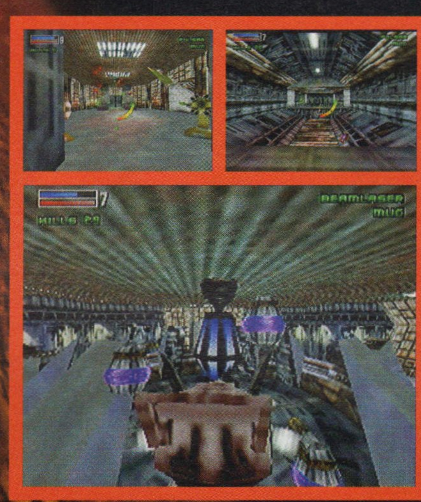
At the back of the room (on your left) there is a tiny passageway which leads to a golden powerpod and some other objects, but they are guarded by another mounted phaser. Collect the goods and proceed to desolate Maldroid, using circle strafing to avoid the majority of his missiles.

DREADNOUGHT

The small passages on the left and right hold many power-ups, but the one to get your grubby little mitts on is the powerpod inside the main chamber (where Dreadnought is). Take out the Gun Turrets, strafing all the time and forgetting about the boss himself for now. Once all the guns are destroyed, Dreadnought rushes forward before turning and moving into the next area. It is at this point you need to hit him with everything you've got before giving chase along this circular race circuit.

Don't worry about the MFRL Tanks as these are replaced by other units if destroyed and won't cause you too much bother. Just keep to the left of the track and fire Transpulse at Dreadnought until he escapes into the next chamber where he will hover before moving into another area via a small passageway. When he moves through this hit the switch on the wall to squash him to a pulp – very satisfying indeed.

CRYSTAL



You need to grab the orbital pulsar to your left before rushing out into the heavily guarded chamber, to collect the powerpod to the left of the door. When you return to the beam in point you should only have lost a little bit of shield energy. Take out the guards using the walls of the corridor as cover. Then go right to deal with mounted phasers and MFRL Tanks, remembering to grab the Beam Gun in the hidden area on the right (where that elusive tank kept disappearing to).

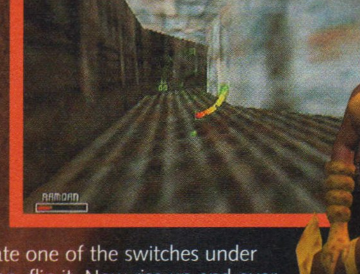
Follow the passages to other areas and once all the enemies are destroyed, the door will open. Return to the main chamber and enter the door, keeping as low as possible to avoid enemy fire, and from the mouth of the corridor you should be able to destroy the turrets without them even firing a shot at you. Collect the power-ups at the far end of the room and it's on to face Ramoan in his lava-filled domain!

RAMOAN



No messing around with any MDF minions this time as you go straight into battle with the boss himself. If you follow him down the hole you'll be dead before you know it, as the scatter missiles Ramoan uses cause big problems. So our tip is this – collect all the power-ups and get your back to the beam in point. Now rise high and point your sights at the rock that's not covered by lava – Ramoan will eventually land on it before opening fire on you.

When he's in your sights, launch everything at him to wear his energy down, but when the incoming missile message appears, shoot off behind the cylindrical base of the structure that Ramoan launches himself from at the beginning of the level (see screenshot). The missile will harmlessly explode into a wall allowing you to resume your original position and wait for the boss to reappear. Repeat the procedure until his energy gets low and he moves to the acid room.



Give chase, stopping to pick up a few weapons on the way. When you enter the room fire off a few shots before lowering your craft until it's just above the acid, but close to the structure which Ramoan is perched upon (he can't hit you from here). Locate one of the switches under the acid and, using your primary weapon, flip it. Now rise up and over the metal bar which blocks your way and activate the next switch. Repeat this until Ramoan falls into the acid and the MDF is no more!

Challenging enough for you?

So, what else is there to do after you've finished *Forsaken*? Well, we'd certainly like to see what kind of times and scores you've been getting – try beating 1'38" for the first level.

N64 MAGAZINE competition

WIN!!

Do you know your Elvises (Elvi?) from your Priscillas? Can you tell a Hershey bar from a Cracker Jack? Send us some Americana and win some awesome stuff.

Cowboys, hamburgers, hippies, rappers, drive-throughs, drive-bys, Arnie, 8-litre car engines, serial killers, confessional TV, UFO abductees, Superbowl Sunday, gangsters, lawyers, the fifth amendment, huge fat people married to tiny thin people, Las Vegas, Twinkies, the NRA, the FBI, Roseanne, bubble gum, roadhouses, Hollywood, Old Sparky, Wall Street, the Jacksons, pretzels, prozac, Roswell, country music, Smith & Wesson, Rodeo Drive, Elvis...

Ahh, the land of the free and the home of the brave. Since this is our E3 issue, we thought we'd get in the spirit of the event with a celebration of all things American, and help ease Tim's transition back home from the high life of the USA. We set Jes to work making the pizzas ("*extra* cheese topping," we warned him), dressed up in sharp Italian suits and fedoras ("yo, Pauly!"), and sat staring out of the windows waiting for Elvis to beam down from his UFO, or for Tim to arrive home from the airport.

The King, sadly, never showed. Tim made it back though, and the office has been echoing to the pleasant sound of his new-found Yank vocabulary – the happy "howdys" and "how y'all doin's" more than making up for the occasional toe-curler of a potty-mouthed utterance the impressionable lad picked up on the mean streets of Atlanta.

But colourful language is just one thing you can bring back with you after a visit to the most colourful nation on earth, goshdarnit. What we *really* want from you is something to make us think we're all living with Uncle Sam, sleeping under a Star Spangled Banner. Something really, truly, *unmistakably* American. It could be something that celebrates the wonderful culture and high IQs to be found over the 'pond'. Or it could just be something that'll make us laugh at the Yanks. Either way, the more different your entry is, the more chance you stand of winning.

The prizes

The reader who sends us the most imaginative piece of Americana will win either an N64 with three games of your choice, or, if you've already got the console, six games of your choice, supplied by Gameplay. Plus, we're clearing out our cupboards, so some of the juiciest bits of N64 stuff will be sent to the runners up. Can't say fairer than that.





AN N64 WITH THREE GAMES, *OR* SIX GAMES OF YOUR CHOICE!

Gameplay are one of Britain's premier mail order games shops – they've won awards for it from the Queen herself, no less. S'true. Anyway, call them on 0113 234 0444 and they'll sort you out with any bit of N64 kit you fancy, at very competitive rates!

CALIFORNIA DREAMING

Just in case you're a little bit stuck trying to think of what to send us, here are Team 64's thoughts about the Land of Opportunity.

James: "Actually, and I am certain about this, USA will win the World Cup by 2010. Mark my words." Yes James. You're the boss.

Paul: "That's where cheerleaders come from, I think," drooled Paul. "And models, too. And the lead singer from No Doubt. I *like* America."

Wil: "The best thing about America is Marvel comics, specifically the adverts in the back. I always wanted to deliver Grit... Sigh."

Andrea: "When I think of America, I see oceans of flab, huge jiggling lardy buttocks and acres of wobbling saggy bellies." Mmmmm. Lard.

Tim: "Yo! Hey, man – get outta my face. I'm walkin' here, I'm walkin'. Jeez, whaddya think I am, man? A *@!!* @$&*? You *&*& @£$%..." Snip.

Jes: "I hear they make the best pizzas in the world in New York. And apparently, they've never heard of Aqua. I'm moving there!"

Martin: "I'd like to live in Seattle. All those dodgy grunge clubs and high-caffeine coffee bars. And I want to marry Courtney Love."

James P: "For someone of my advanced intellect, America is primarily of interest as an anthropological case study regarding..." Stop it, James.



How to enter

Send your American things to:

Yanks a lot
N64 Magazine
30 Monmouth Street
Bath
BA1 2BW

Rules

1. Closing date for entries is August 1st.
2. Future employees and their acquaintances are not eligible to enter.
3. Include some stamps if you want your entry returned.
4. And some packaging if you want it returned intact.
5. The editor is in no mood to be messed around. He's had a rough night.
6. Elvis has now left the building.

HOW TO...

grapple your way to victory in

WCW vs NWO

by Daniel Glenfield

Sweaty muscle-bound men in leotards engaging in growling, snarling, and grappling? Suit you sir!

Despite Tim's rather stern review of *WCW vs NWO* (issue 12, 70%), the game has gone on to sell thousands of copies, propelling it into the UK top ten chart. And with so many fans of the 'sport' here in the UK we here at **N64** Magazine felt that a no-holds-barred guide was in order. So, without further delay, let's get ready to RUMBLE!!!

PREVIOUSLY IN N64 We reviewed wrestle-a-thon *WCW vs NWO* back in issue 12.

GENERAL TIPS

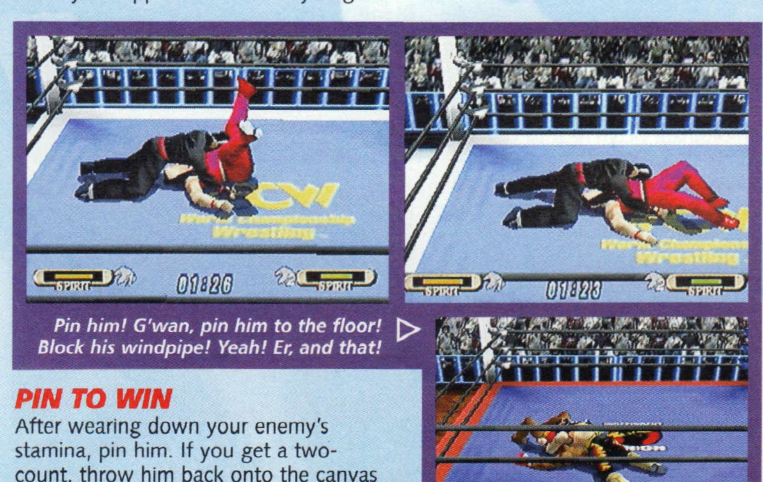
As with any videogame based on wrestling, the key to success is the reliance on lots of little tactical elements, rather than one successful strategy. The following are a selection of the very best tricks and tips that we have uncovered after extensive research into the game.

PINFALL/SUBMISSION

OH HOW I WANT TO BREAK FREE...

If you are pinned or put into a submission hold, you can easily escape your opponent's clutches by pushing the analogue stick in any direction and releasing it. This technically means it is impossible for you to lose via a pinfall or submission (providing you react quickly enough), but it is still possible to lose through a TKO so don't let your guard down.

If for some strange reason you don't wish to use this tip, you can edge towards the ropes by hitting R in conjunction with the D-pad and if you reach them your opponent must let you go.



Pin him! G'wan, pin him to the floor! Block his windpipe! Yeah! Er, and that!

PIN TO WIN

After wearing down your enemy's stamina, pin him. If you get a two-count, throw him back onto the canvas and pin him once again to receive another two-count. If you can floor and pin him again, victory is yours!

JUST LIKE THE REAL THING

In our experience, repeated use of the same submission hold seems to have a more profound effect on your foe than several different ones. We seem to get faster victories this way.

DRAGGING

Since your adversary can break out of a pin or submission hold by grabbing the ropes, it's recommended that you drag him towards the centre of the ring by holding L. This prevents the annoying 'Rope Break' message appearing on the screen.



Black Ninja? Fancies some, does he? We'll bracket him up.

That's a Rope Break. Annoying if you're winning.

EXTRA DAMAGE

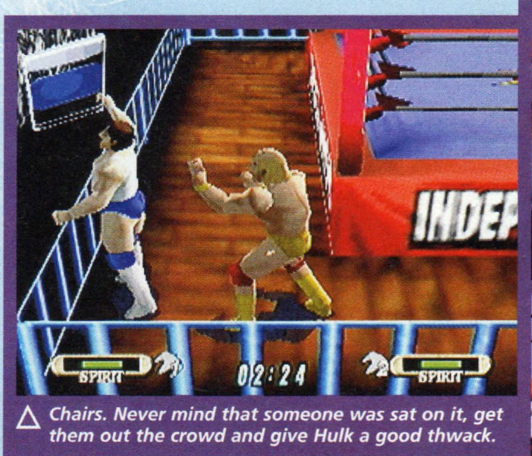
Before putting your opponent into a submission move, try using a leg drop. to get an extra hit before moving in for the kill.

WEAPONS

Hardly seems fair in a wrestling match, but you can pick up weapons and use them on your hapless opponent. Sport? We think not.

OBTAINING WEAPONRY

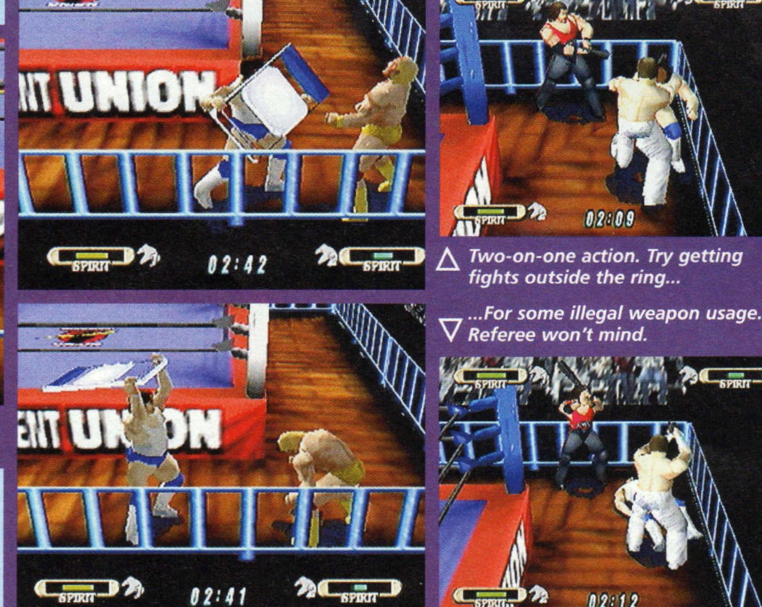
Move your wrestler towards the rail outside the ring and, once there, press the D-pad in the direction of the rail and tap Top-C. This makes the match a little unfair but who cares! Just remember you can't take them into the ring with you.



Chairs. Never mind that someone was sat on it, get them out the crowd and give Hulk a good thwack.

USING WEAPONRY

Apart from appearance there isn't any difference between the bat, table, or chair. Tap B for a quick attack or hold it for a slower, more powerful attack. You can also beat your foe while he is lying on the floor by stabbing the B button. This is even more fun if your mate joins in the beating by grabbing a weapon of his own. Another benefit is the (slightly) longer attacking range it grants the user; the slowness of the attack is the key to success with these objects.



Two-on-one action. Try getting fights outside the ring...

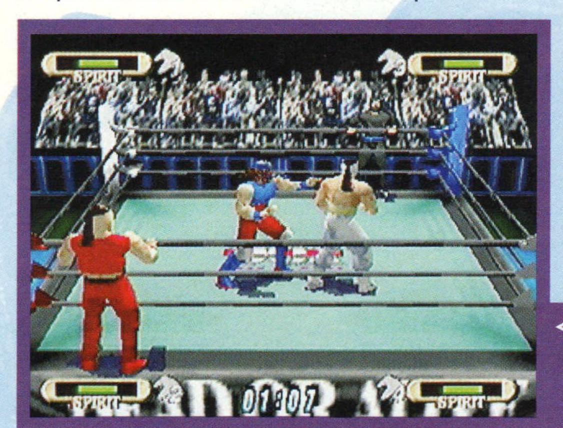
...For some illegal weapon usage. Referee won't mind.

GO! GO!



TAG TEAM/BATTLE ROYAL

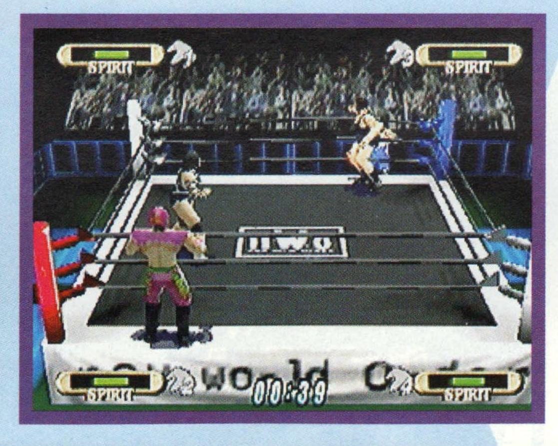
Tag matches always were the most fun to watch on Saturday morning's World of Sport. Sent Dickie Davies' hair all of a quiver.

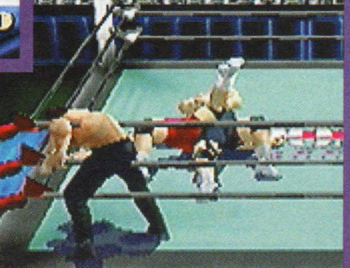


FOCUS
It is vitally important to change which opponent your wrestler is glaring at, otherwise you leave yourself open to an attack and unable to defend against it.

Want to be a wrestler? Have to wear a leotard and walk like a spanner. Oh yes.

"YOU LOOKIN' AT ME?"
In a tag match, one of your rivals is in the ring while his mate waits patiently by the ropes. You can wipe that smug look off his face by running towards him and, as your wrestler bounces off the ropes, he will use his elbow to send your competitor into the side rail! That'll teach him.





TAGGING
Always tag in your partner if you are taking a beating inside the ring. This gives your guy a lifeline but prevents your foe from tagging in his team mate. You'll need to wear him down as well before you can win the match.

PINNING
As you've probably noticed already, the opponent's team-mate jumps in to aid his partner when you go for the pinfall. To minimise the disruption this causes, drag the unfortunate victim near to your corner (but not near the ropes), and when his mate jumps in to save him, your tag partner should get to him first, leaving you to win the match.



BATTLE ROYAL
To make things a hell of a lot easier, just stay outside the ring and let the others battle it out before you jump in to polish off the sole survivor, who will be on his last legs anyway. Just be careful not to be counted out, and to run away from anyone who fancies their chances.

HUMAN INVOLVEMENT

Multiplayer gaming – that's the secret of the N64's success, and *WCW vs NWO* is no exception.

DOUBLE TEAMING
If players one and two rapidly stab their A buttons when in the immediate vicinity of their opponent, they combine their muscle for some impressive manoeuvres!



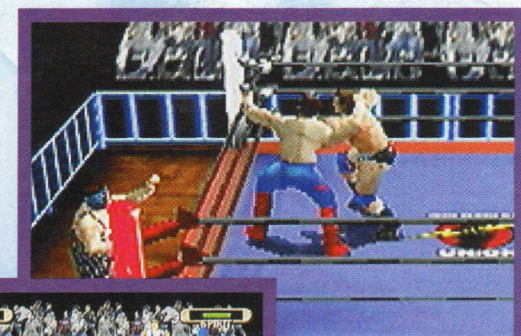
"You put your right foot in, your right foot out, you do the hokey cokey..."

AN UNSPORTING WAY TO PLAY
The wrestler at ringside waiting to be tagged in, can wander over to his counterpart on the other side of the ring and pull him down. However, he is often then forced to return to his own corner. While this tip may at first appear useless, it is possible to prevent the opposition tagging, thus making it easier to win!



SUPER-CHARGED
While player one grapples with a 300lb gorilla in the arena, player two uses his analogue stick to get the crowd excited (?), thus raising his spirit level to the red zone. Now, just before he's tagged in, one more taunt is performed to reach SPECIAL status and this gives him a huge advantage over his opponent.

ADDITIONAL
Instead of attacking the opposition's team mate, wait for player one to force his adversary near the ropes. Now you can either trip him (if he has his back to you) or better still, pull him outside the ring and administer a severe beating using a baseball bat. If you keep him out for long enough you'll get a count out victory!





Rope-tastic! Use those ropes to break the necks of your foes.

That's it! Drag him out. Now pummel his face into the ground.

OTHER TIPS

Other stuff we've found to be more than useful.



DUCKING

As you are picking yourself up off the canvas, hold R. From this new crouched position you may charge forward using A or B causing immense pain to your opponent, or roll backwards using L. This second technique is essential later on in the game when your competitor tends to stand over you, waiting to strike.

ROLLING

A technique used to confuse your opponent and for avoiding an oncoming enemy. Simply run, then press L or R to perform the theatrical tumble. Very useful indeed.



NO ESCAPE

By striking your competitor repeatedly, you can force him against the ropes where he cannot get away. Batter him enough from this vantage point and he'll go through them onto the other side, and from here you may either knock him onto the floor or throw him back into the ring. The choice, as they say, is yours!

CORNERPOST

Usually your combatant will jump off the turnbuckle as soon as he reaches the top, but you can change all that by holding the A button as he climbs. From here you are able to step off the post with R, leap off by releasing A, or even better use the stick to encourage support from the crowd.



BLOCK AND AVOID

As you progress further into the game the shoulder buttons of the control pad will become your best friends. Firstly, ducking takes you out of your opponent's range, as well as blocking a grapple attempt (if you time it right) allowing you to hit back with force. Blocking on the other hand can leave your rival open to an attack while recovering from his failed blow.



◁ Face off. They'll be plenty of these, so make use of the respite. Then attack!

GRAPPLING

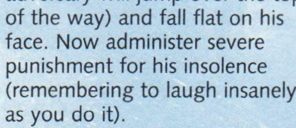
An essential aspect of the popular 'sport', whoever presses the A button first wins the tussle. Should you be overpowered by your antagonist, rapidly stab the R button to (hopefully) reverse your oppressor's manoeuvre, but don't rely on this as it's pretty unreliable.

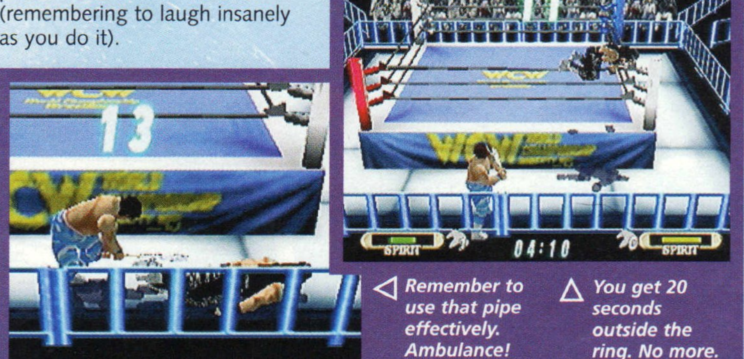
FLOAT LIKE A BUTTERFLY...

Should you happen to leave yourself open to an attack (after a blocked dropkick for example), run away from your rival as soon as you can stand. With any luck you'll be able to put enough distance between you and him before any counter attack.

LYING IN WAIT

Worth a try this as the results are highly amusing. Hop outside the ring, grab a weapon from the crowd and patiently linger near the rail. If your luck's in your adversary will jump over the top rope (at which point you move your fighter out of the way) and fall flat on his face. Now administer severe punishment for his insolence (remembering to laugh insanely as you do it).



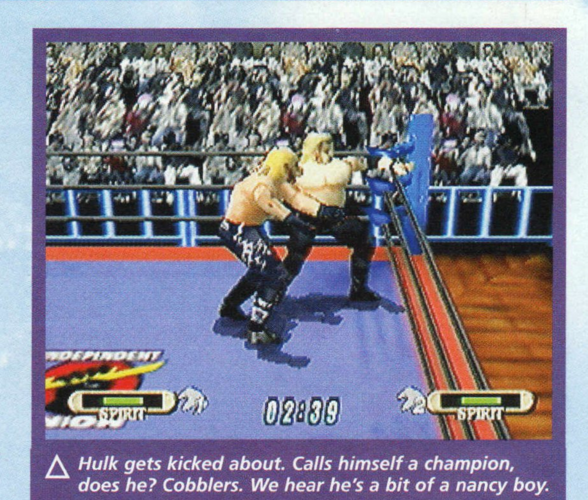


◁ Remember to use that pipe effectively. Ambulance!

△ You get 20 seconds outside the ring. No more.

CHUCKING-OUT TIME

Get the opposing fighter near the ropes with your back to them. If you can pull off a Super Grapple (by holding the A button) and then press Away and Bottom-C you should see him sail through the cables and onto the floor outside the ring. From here climb onto the turnbuckle and inflict major damage!



△ Hulk gets kicked about. Calls himself a champion, does he? Cobblers. We hear he's a bit of a nancy boy.

ATTACK QUICKLY

After using a power move (holding B), your rival is usually knocked out of range and recovers before you can reach him to follow it up. But by running at him and using B you can get the extra hit in just before he recovers.

GO! GO!

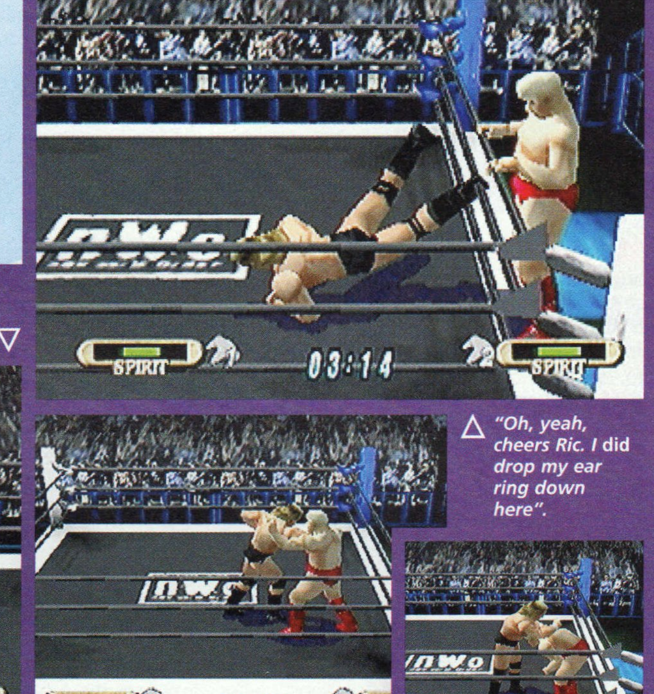

MOVES

This is what wrestling is all about, and also what makes *WCW vs NWO* stand out from its predecessors. Rather than list every move for every character we're going to show you how to uncover the majority of them for yourself.

STRIKING

The strike is your standard short range attack. Rapid stabbing of the button results in a barrage of kicks or punches which force your antagonist against the ropes and leave him at your mercy. You can perform a different strike by holding the D-pad in any direction while pressing the button, although this attack takes (slightly) longer.

For a more powerful attack, you can either hold the B button alone or in conjunction with the D-pad. Both these strikes are a lot slower than those previously mentioned and can leave you vulnerable to a counterattack if blocked. The other main variation of the strike is when you are running. A quick tap of the button (with or without the D-pad) causes your wrestler to utilise a knock-down move. Very powerful but easy to counter.



Ric Flair. Don't you dare call him 'grandad'.

If you do his red pants start burning with rage.

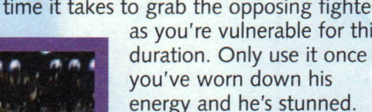
"Oh, yeah, cheers Ric. I did drop my ear ring down here".

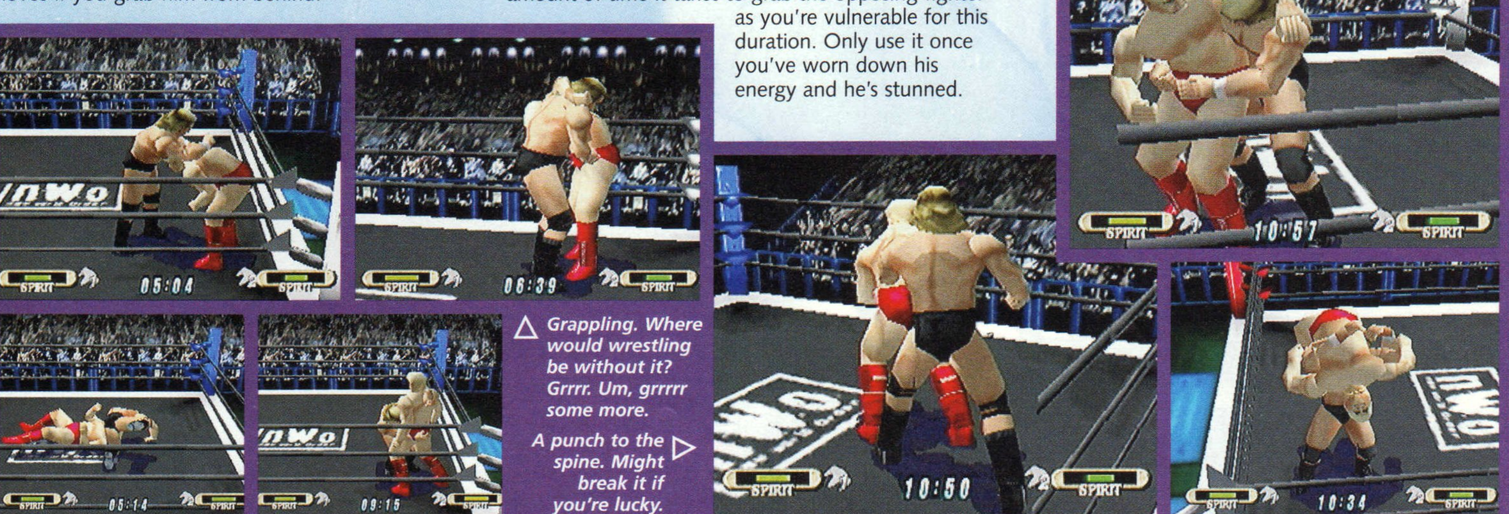
GRAPPLING

The most flamboyant manoeuvres are performed from the grapple position. You may use either A or B alone, or in unison with the D-pad to inflict major damage to your foe. You can pull off even more moves if you grab him from behind.

ADDITIONAL

The Super Grapple (which is achieved by holding the A button instead of tapping it) allows you to execute more powerful moves. The biggest problem is the amount of time it takes to grab the opposing fighter as you're vulnerable for this duration. Only use it once you've worn down his energy and he's stunned.





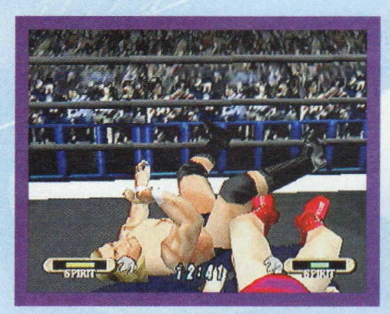
Grappling. Where would wrestling be without it? Grrrr. Um, grrrrr some more.

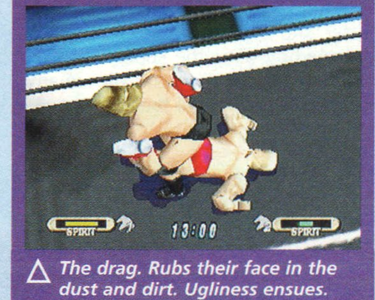
A punch to the spine. Might break it if you're lucky.

KICK 'EM WHEN THEY'RE DOWN

After flooring the opposing competitor you have a number of options – hold, strike, drag, and pick up.

HOLD
The submission holds are achieved by pressing the A button when standing next to either the feet or head of the floored opponent. The actual move will depend on whether he's lying on his back or his stomach, which you can change by pressing Top-C.



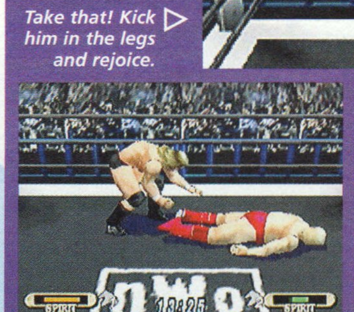


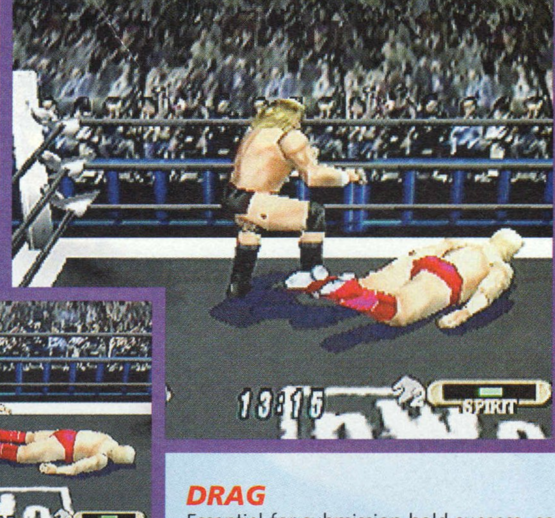
The drag. Rubs their face in the dust and dirt. Ugliness ensues.

STRIKE
Using the B button will result in a quick knee drop, stomp, legdrop etc, which can be used repeatedly to do damage to your rival. Like the submission holds, the type of strike will change depending on where you stand and your adversary's position.

PICK UP
Simply hold R to bring your victim to his feet, rendering him helpless to a grapple or strike. Hooray!

Take that! Kick him in the legs and rejoice.





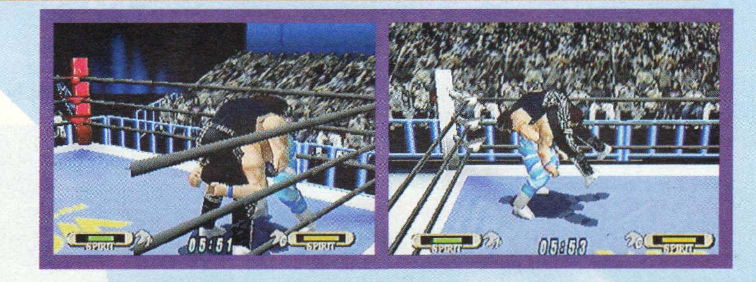
DRAG
Essential for submission hold success, as mentioned earlier.

COUNTER ATTACK!

This is vitally important in *WCW vs NWO*, but unfortunately not very reliable. As your enemy tries a move it is possible (if you're lucky) to halt them in mid flow and turn the tables on them to gain the upper hand. By hammering the R button while in a grapple, or as your antagonist attempts to strike you, it might (just might) be possible to counter it with a move of your own.

For an easier type of counter attack you can block an opponent's blow and quickly grab or strike him.

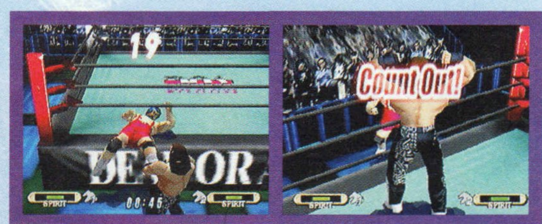
ADDITIONAL
While you can't guard against a grapple, it is possible to protect yourself against being grabbed by pressing L at precisely the right time. This knocks back your opponent who is momentarily stunned, allowing you to inflict suffering upon him.



COUNT OUT

A real blessing this (especially on hard mode) as it allows for quick and easy matches. There are many ways to get a count out victory, but here are our favourites.

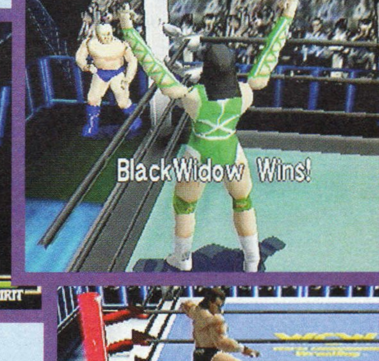
"NOT SO COCKY NOW ARE YOU?"
A wonderful technique, providing you get the timing right. Hop outside the ring and walk over to the rail. Hopefully your enemy will move over to the ropes and begin to taunt you. The trick now is to pull him out of the ring (using A) with one second remaining before you are counted out. Now run towards the ring as soon as you can, quickly hopping on as you reach it and hooray! An easy win. The computer never learns this trick so you can use it again and again.



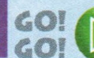
SUBMISSION HOLD
The trick for this one is to get your adversary outside the ring (obviously) and knock him down. You then need to put a submission hold on and again, with one second left, break off the attack using L or R and hop onto the ring. Your foe should still be on the floor when the referee awards victory to you.

CAN'T STOP RUNNING
Again get your competitor outside the ring, preferably into one of the corners. This time however put him into a grapple with three seconds left and use Bottom-C to send him running towards the other end of the arena. By the time he recovers from hitting the rails it will be too late for him to get back into the ring.





KISS MY BOOT
A useful follow up to the above tactics this. After you've hopped back into the ring, use B to kick your victim in the head as he comes towards you, thus stopping him from getting up. You need to line yourself up to hit him and shadow his movements to ensure victory.

GO! GO!


SPIRIT

It would seem that wrestling is not all about brute force, but it also calls on the competitor's mental reserves. The spirit meter starts at green (normal) and can go down to blue (depressed) or up to SPECIAL (hyper).

RAISING SPIRIT

This is achieved by battering your opponent senseless or, more effectively, using the analogue stick to taunt him. Only taunt after knocking an opponent down, though, as it does leave you open to attack.

There are, in fact, more actions used to jeer your rival than it at first appears. Other insults include climbing the top turnbuckle and holding the stick, going to the ropes and pressing Towards and A (providing the opponent is outside the ring), and getting on the other side of the ropes and using a taunt to get the crowd cheering.



ADDITIONAL

There is a secret and rather offensive taunt in the game that the developers thought would be 'a good laugh' to include. Start a multiplayer tag match and move player one away from player two. Now, by pressing Up on player two's controller and Top-C together you can engage in some, erm, laddish behaviour.

SPECIAL

When your spirit meter reaches maximum power, the word SPECIAL replaces it. When this happens it becomes easier to use reversals, your recovery time is a lot faster, and it allows you to use your character's special moves. These are achieved by using the Super Grapple (either in front or behind your opponent) and pushing the analogue stick in any direction. You can use special moves as often as you like until the meter reverts back to green.

ADDITIONAL

Should your foe max-out his spirit meter then STAY AWAY and wait until it runs out before returning to battle.

SUBMISSION HOLDS

Use these when your competitor's meter is on dark blue as it increases your chance of him giving up (which is a good thing). But when wearing your opponent down to dark blue be careful not to hit him too much, otherwise his spirit bar will jump back up to green and you'll have to wear him down again. Also be very wary of the CPU when his meter is in the blue zone, as he has a habit of getting extremely good all of a sudden.

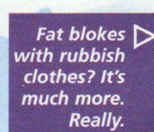
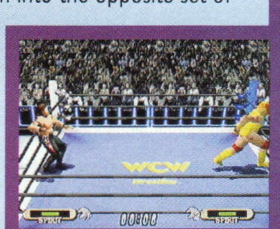
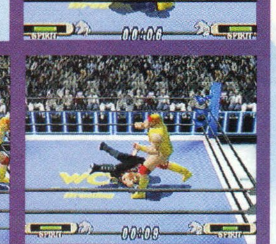


FINISHING MOVES

Well not exactly. The following techniques are a way of humiliating your foe before being awarded victory. These moves are best used against a mate because you can laugh in his (or her) face as you land that final blow! Simply follow it up with a pin or submission hold and, if you've judged your opponent's stamina level correctly, the win is yours.

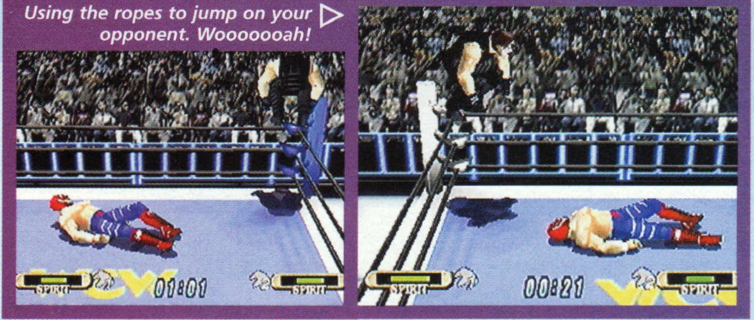
FREIGHT TRAIN COLLISION

A favourite in the office, this one. Get your enemy's back to the ropes and put him into a grapple. Now throw him into the opposite set of ropes, causing him to bounce back off the ones he started on. If you've done it correctly you should now be charging towards each other, and a quick stab of the B button as you meet in the centre will knock him to the canvas. A quick taunt before pinning him and there you go!

TRIPLE T (TWIN TURNBUCKLE TERROR)

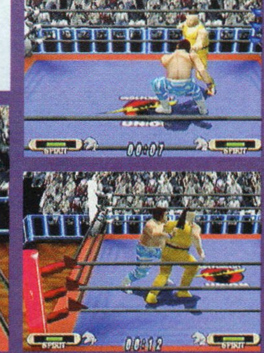
Beat your victim until he kisses the canvas and drag him between two of the cornerposts. Now climb one of them and leap off onto your opponent, then do the same using the other one (you'll probably have to run). You get extra points if you can perform a taunt at the top of the cornerposts before you leap off!



Using the ropes to jump on your opponent. Woooooah!

SPINAL SMASH

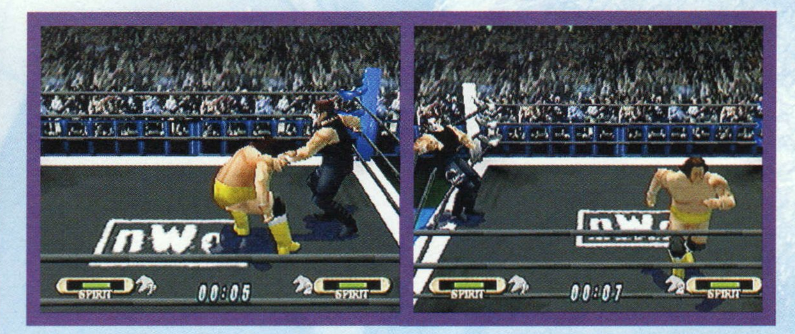
For this to work you need your foe in the centre of the arena. When you're ready, throw him into the corner of the ring, then again into the opposite corner and taunt him before administering a powerful strike (our favourite is the drop kick).




Fat blokes with rubbish clothes? It's much more. Really.

CROSS SMASH

A variation on Freight Train Collision, this time get to the centre of the ring and throw the poor guy into the ropes. Then instead of running into the opposite set of ropes you need to bounce off the OTHER set. If your timing is precise you'll meet your enemy in the centre and WHAM! Down he goes.



ANY OTHERS?

These are just four finishing moves but we're convinced there are many more. If you discover an exciting way to 'execute' your opponent then why not send it in to us at the usual address, giving detailed instructions on how to do it and, most importantly, the name of your trademark move. Ooh yeah!

SECRET CHARACTERS

As is popular with the majority of beat-'em-ups there are secret wrestlers just itching to do battle in *WCW vs NWO*. Here they are along with details on how to access them.

Diamond Dallas Page



The easiest character to get. Just go to the WCW league mode and reach the final. If you beat him he's yours to command!

Glacier



This ice cool dude is accessible by fighting your way through to the IU final and... You know the rest.

'Macho Man' Randy Savage



Again, get to the final (this time in the NWO league mode) and pound Savage into the ground. Claim the belt and he's all yours (ooh yeah diggit? etc.).

Joe Bruiser and Black Widow



Once all four leagues are beaten, the marathon that is the Whole World Wrestling mode appears. Once again you need to beat this league to access them (but we thought they were naff anyway).

Wrath



Select the DOA federation and fight your way to the last match (are you seeing the pattern yet?). Now bash the long-haired ninny senseless and he appears on the character select screen.



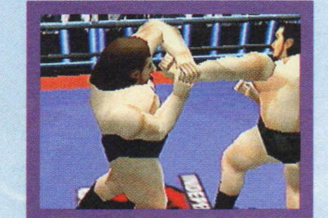
EXTRAS

And finally we present all the little oddities we discovered while playing the game for hours on end. Enjoy.



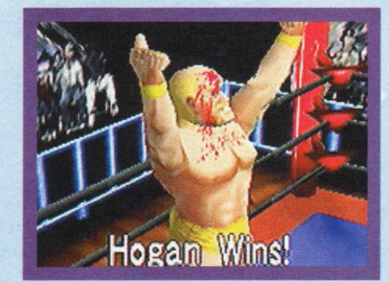
UP CLOSE AND PERSONAL

On the character select screen, use the analogue stick to zoom in and rotate the highlighted wrestler, which allows you to examine them in all their glory. As a little bonus you can actually see a short animation of the highlighted fighter if you wait long enough. Great eh?



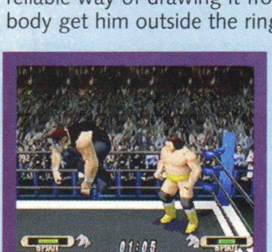
BROKEN ARM

Again with realism activated, select a player with an armbreaker for a move (Giant is a good one) and repeatedly use it. After a minute or two you'll see your opponent walking around clutching his smashed limb.



BLOOD

Turn realism to ON when in the option screen. Now during the fight, blood will start to pour from your enemy's forehead after a major hit. If you want a more reliable way of drawing it from your foe's body get him outside the ring and beat him with a weapon. Lovely!



SPINNING MONKEY

As your rival climbs the turnbuckle, use A to chuck him off, but quickly hold the analogue stick. Now watch that monkey spin round and round and round and round (repeat to fade).



HOW TO... win the trophy in WORLD CUP '98

by Martin Kitts

Everything you'll need to know to make sure you're smiling on July 12th.

Is it *really* eight whole years since England were last involved in a World Cup? That was almost certainly the most intensive TV-watching experience any of us have ever been through, and now it's happening all over again. We're not sure if our hearts will stand up to the tension this time, especially if it's those blasted Germans again in the later rounds. Thank heavens Stuart Pearce and Chris Waddle aren't going to be there this time.

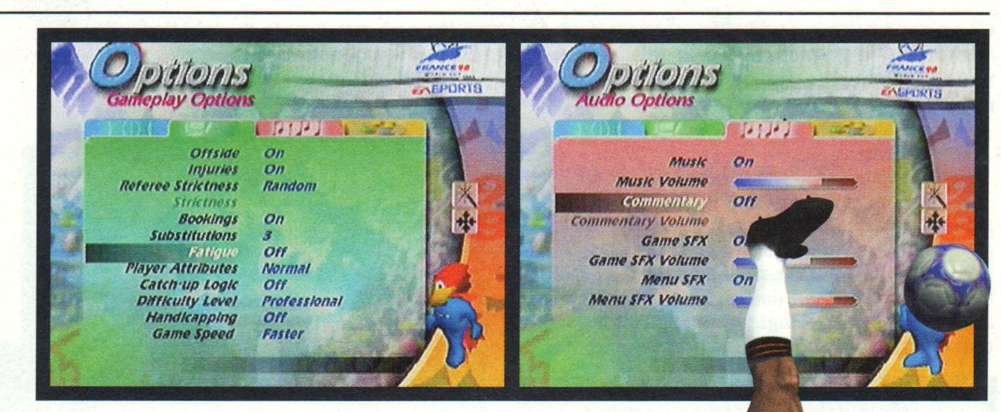
Fortunately, video games don't have to work out quite like real life. Follow our tips and you'll never have to face a penalty shootout again, let alone lose one.

PREVIOUSLY IN N64 We had a massive review of *World Cup '98* in issue 16.

FIRST THINGS FIRST

World Cup 98's control system, with its annoying time delay, will cause no end of frustration to FIFA novices expecting an instantaneous response to their button presses. Fortunately, the time lag can be minimised by fiddling with the Game Speed option – we reckon setting it to 'faster' gives the best results. Any higher and the game becomes too frantic.

Oh, and while you're in the options screen, switch off the fatigue (otherwise your players will have all the stamina of a bunch of pensioners), and put a sock in Motson. You'll feel much better for it.



TOTAL QUALITY MANAGEMENT

World Cup '98 has a real jockstrap-ful of management options. Some make a big difference to the game, others have a negligible effect. Here's a rundown of the most essential bits.

1 Formations

The single most important option. It's all a matter of personal preference really, but the option to tinker with the shape of your defence, midfield and attack, and the ability to position each player anywhere you want, mean that you're bound to find a formation that'll suit your playing style. A flat defence is liable to get caught out by a well-timed through ball, whereas selecting a sweeper will keep a man back to catch anyone the first line of defence misses. Choose a diamond midfield to give plenty of options for diagonal passes, or a flat midfield to apply consistent pressure. If you're playing with three or more forwards, then we'd recommend using a diamond formation up front as well.

2 IGM

You can switch between three formations at any time during the game with the In Game Management option. This allows you the freedom to select a variety of tactical options to mess about with according to how well the game is going.

- We favour an attacking 4-4-2 formation to start with, using a sweeper and a diamond formation midfield. Move the wingers out as wide as they'll go, then put your best marksman at the point of the diamond and position him as far forward as you can to supplement the attack. You'll score goals by the dozen.

• IGM 2 should be something a bit more conservative, like a 5-4-1 with a sweeper – but don't let your sweeper run out of defence if you want him to stay back to catch breakaway attacks. Switch to this to protect a slim lead in the dying minutes.

• Use IGM 3 for a compromise 3-5-2 formation. The five men midfield will dominate possession, and the two up front are bound to convert some of the many chances they create.





3 Marking

With automatic tackling, sticking a marker on the opposition's best man can virtually remove him from the game. You don't have to commit any particular player to do a man-to-man marking job – it works more as a zonal system, with different players picking up the danger man when he enters their territory. Absolutely essential if you're playing against any of the top sides.

4 Customise squad

Don't forget to check out the customise squad option – you'll occasionally find that your favourite team has a better player languishing in the national reserves, such as England's Les Ferdinand and Scotland's Duncan Ferguson. But where's Chris Sutton? Talk about cutting off your nose to spite your face, Glenda.




GO! GO!

GIVING IT 110 PERCENT

It's no good being a world class manager if your boys on the park aren't up to the job. You might have the Premiership's best defender and most skilful forward, but if the rest of your side can't even pass water you'll never make it to the second round. Follow our simple playing guide and you won't come home too soon.

1 *Passing*

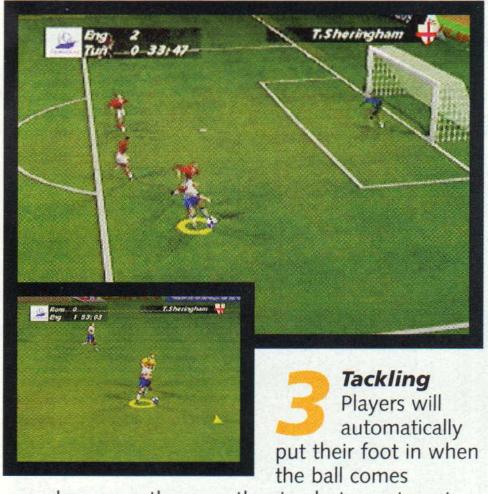
Better start with the basics then. *World Cup '98*'s biggest strength is its free passing system – unlike *ISS64*, you can easily hit wide passes into space for your wingers to collect. The best passes are long diagonal ones, as the players tend to trip over short passes. Try to knock a pass about a third of the length of the pitch, then stab that run button like crazy to get on the end of it.





2 *Dribbling*

If the only way you feel you can score is by dribbling the ball through the entire defence, then you need *World Cup '98*'s skill mode. Pressing Z or R gives you access to some Pele-style trickery. The most useful move is the simple shimmy – hold Z and move the analogue stick to weave around your marker. Also of note is the (ahem) Rocastle 360°. Bet you never knew Chelsea's best ever player had a move named after him!



3 *Tackling*

Players will automatically put their foot in when the ball comes anywhere near them, so the simplest way to get possession is to run in front of an opponent. When this isn't possible, the sliding tackle (or best of all, the cynical foul) can be used. Start your slide early and you'll knock the ball free almost every time. Time it wrong, or tackle from behind, and the card-happy ref will ensure your player gets banned from the next game.

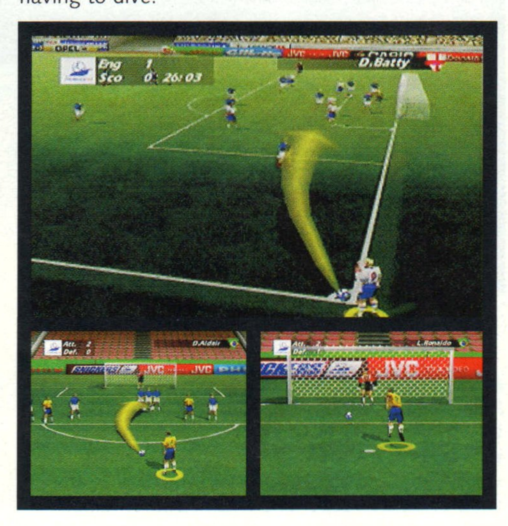
4 *Shooting*

Shots can be directed left or right with the stick, and the height is determined by how long the button is held down for. To score every time from a midfield run, line yourself up with the post, and shoot straight for the near top corner as soon as you get into the area. To score from the wings, run or pass the ball into the box and aim a diagonal shot to the far post when the goalie moves towards you. As long as you remember to press B a split second before you want to shoot, you'll have few problems racking up a respectable score – *World Cup '98*'s keepers are all a bit on the dodgy side.

5 *Set pieces*

A reliable method of scoring from free kicks, corners and penalties will give you a big advantage in a close game. Pick the player with the strongest and most accurate shot to take the free kicks and penalties, and an accurate midfielder or defender for the corners.

- To score direct from a free kick, use Z and R to curl the ball, and aim the apex of the curved arrow at the most open corner of the goal. Keep your shot low and hard and the keeper will have no chance if it gets past the wall.
- A high inswinging corner towards the edge of the box will draw the keeper out a long way off his line. If he misses his punch you'll have an open goal to head the ball at.
- The computer will often cheat when facing your penalties – and there's absolutely nothing you can do about it. But you can maximise your chances of saving one yourself by walking to the side you think the penalty will go and just standing there. The ball will frequently hit your keeper without you having to dive.

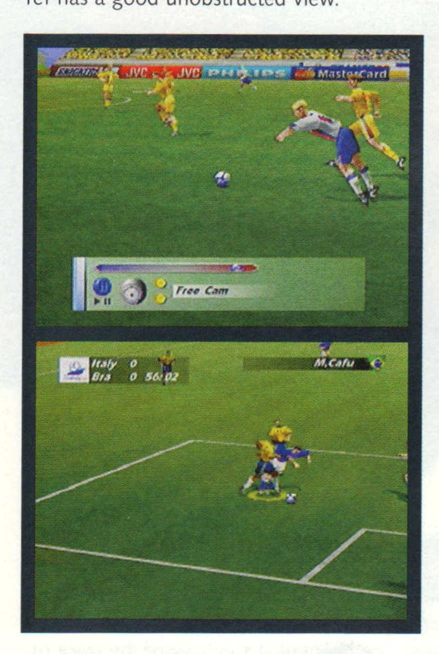


BY ANY MEANS NECESSARY

Sometimes your players will have an off day. Form comes and goes, but over the 90 minutes things usually even themselves out. Obviously it only takes a second to score a goal, and anything can happen in a game of football – there are no easy matches at international level. In other words, if all else fails, cheat.

1 Do the Klinnsman

In a 50/50 situation, with just you and an opponent running for a loose ball, going in for a sliding challenge often isn't worth the risk. If you mess it up, you'll either be stranded on the floor while your opponent strolls away with the ball, or he'll go down in a heap and get you sent off. The solution is to do unto him before he does unto you. Hold Z, press Top-C, and aim for a spot on the turf a few paces in front of you. Go for style rather than distance, and make sure the ref has a good unobstructed view.





2 Play to the gallery

There's no harm in enjoying a moment of celebration after scoring a goal. Footballers do it in real life, so you should be allowed to do it in a video game. In fact, we can see absolutely nothing wrong with indulging in a prolonged bout of ecstatic twitching after scoring the only goal of the game in the 85th minute. Take your time. Milk the applause. And if you enjoy your 15 game minutes in the spotlight, why not celebrate all sorts of different things – throw ins, goal kicks, corners. Play with the camera angles a bit, and wait for the clock to run down. Ha!

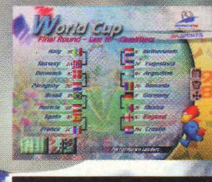


3 Switch controllers

The lowest, nastiest piece of cheating imaginable. If things are going badly, go to the options menu and swap your controller over to the other team. Knock in a few own goals, then swap back for the final whistle. This won't work on your friends (unless your friends are chimps), but only your conscience can stop you from beating the computer like this.



PREDICTIONS
Here's what our copy of *World Cup '98* reckons the last 16 will be. No great surprises there, until Austria beat Brazil 3-2, and France made it to the final. Where they lost to England, of course, courtesy of a last minute goal by Sol Campbell. We all think it sounds very plausible. Remember, you read it here first.





HOW TO...

PART TWO

discover every last secret in

QUAKE

by Martin Kitts

Frag and gib your way through the last gory half of *Quake*. Shub-Niggurath awaits you...

Levels 1 to 12 were just an introduction. The true test of a *Quake* master starts here, where Shamblers soon become as common as Grunts once were. You won't have much time to discover the secret areas – which is why we've gone through the game to point you in the right direction. We're nice like that.

LEVEL 13: TERMINATION CENTRAL — *5 secret areas*

Termination Central is perhaps *Quake*'s most satisfying level – particularly the corridors leading to the exit slipgate, where you get to blast your way through scores of Grunts and Enforcers.

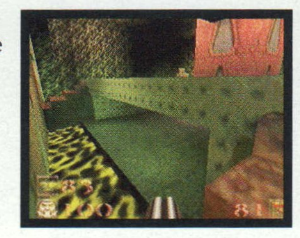
Secret area 1

Follow the left hand branch of the corridor, shortly after the start. On the wall to the right is a tall shadow, concealing a secret door.



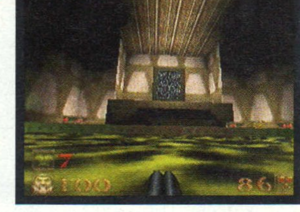
Secret area 2

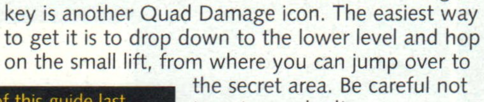
After pressing all the buttons around the branching corridor, go up the stairs to the large platform with the Quad Damage icon. Walk halfway down the first staircase and jump over the slime to the ledge containing armour and rockets. Taking the elevator up from here will open up the two previously locked doors.



Secret area 3

Drop into the green slime and swim through the tunnel at the back of the room, underneath the platform, to find the third secret area. Walking through the teleport here will eventually take you back to the start.





Secret area 4

Run back to the platform with the Quad Damage, through either door, and straight along the walkway until you come to a lift. On a ledge underneath the gold key is another Quad Damage icon. The easiest way to get it is to drop down to the lower level and hop on the small lift, from where you can jump over to the secret area. Be careful not to get squashed!

Secret area 5

Go through the opening at the back of the stack of boxes. Jump up to the top and shoot the wall in front of you to get a health bonus. Now break out your shotgun and head for the exit.





PREVIOUSLY IN N64 We ran the first part of this guide last month and there's a full review in **N64**/15.

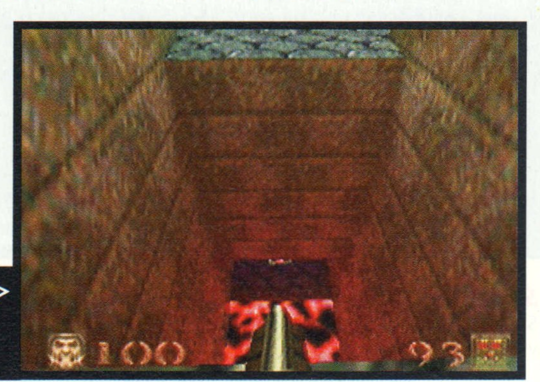
LEVEL 14: THE VAULTS OF ZIN

3 secret areas

The last level was just a brief respite. Level 14 sees the return of the hard-as-nails enemies you've previously had to deal with. Take it slowly, clearing one room at a time, and you shouldn't have too many problems.

Secret area 1

Go left after the start and jump across to the alcove containing the rocket launcher. The first secret area is located below you, down by the lava.



Watch out for the sneaky Zombies in the lava when you jump on the ledge.

Secret area 2

Drop down on top of the box located in the middle of the lava pool. Go through the door that opens up, and look to your left. The secret door is a little way up the wall, towards the lift. Fortunately, there is a tiny ledge you can land on, allowing access to a handy Ring of Shadows.



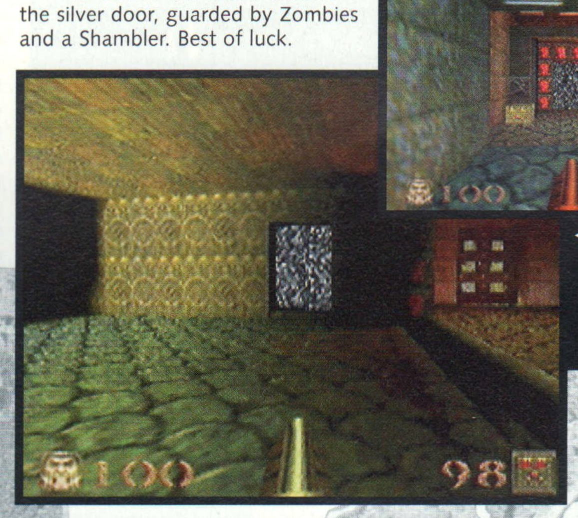


There's a ledge located just below this secret door. It's a little bit hard to spot though.

Secret area 3

Go up the steps into the large lift room. Press the Q button on the left, then go through the opened door and press another Q button. Go through the teleporter and into the room below secret area 2. Shoot the wall on the corner to open up a teleporter, taking you up to the top of the level.

The exit to the level is behind the silver door, guarded by Zombies and a Shambler. Best of luck.



Step through the teleport to access the secret area at the top of the level.

LEVEL 15: THE TOMB OF TERROR

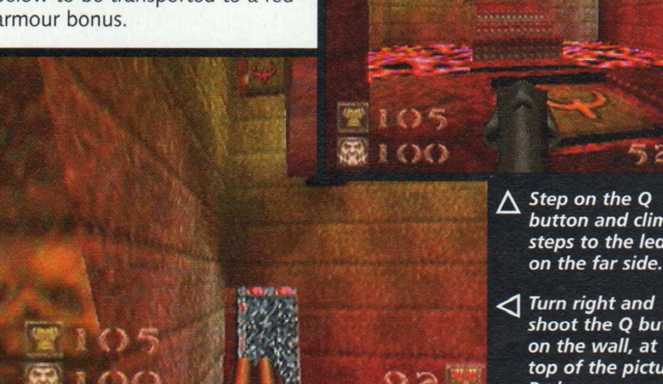
2 secret areas

Small but tough, thanks to being confined in some very grenade-unfriendly tight corridors with many Ogres and Death Knights. Of course, you'll be a master at bouncing pineapples around blind corners by now, so you won't be unduly worried. Right?

Secret area 1

Step on the Q symbol, climb the steps over the lava, and shoot the Q button on the wall to your right. Jump through the teleport below to be transported to a red armour bonus.





Step on the Q button and climb the steps to the ledge on the far side.

Turn right and shoot the Q button on the wall, at the top of the picture. Red armour awaits.

Secret area 2

Go back up the steps and turn right. The pool at the end of the room contains health, and counts as a secret area.



GO! GO!

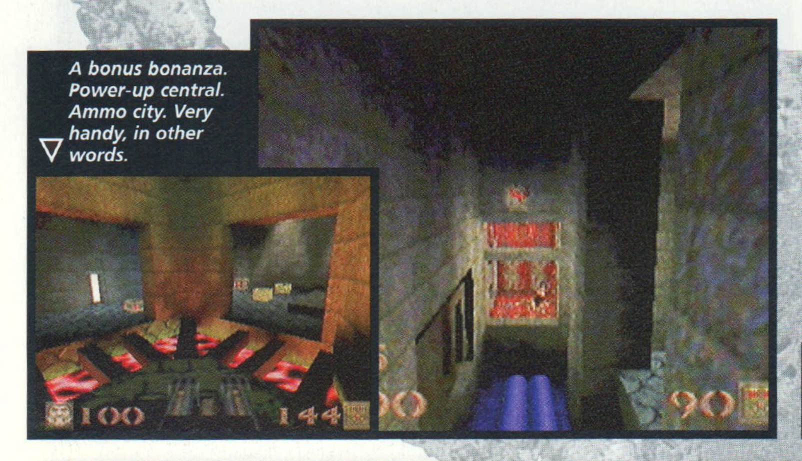
LEVEL 16: SATAN'S DARK DELIGHT — 4 secret areas

Level 16 is *Turok* country – lots of very annoying jumps onto some moving platforms. If you make it through to the end, you'll find the entrance to level 18.

Secret area 1
In the first room you come to after the crossroads bridge, press the Q symbol on the wall. Kill the Ogres and walk through the door. Turn around and shoot the yellow light to enter the secret area.



Secret area 2
Ride the first moving platform until you see a blood-stained room, with an Ogre pacing around in it. Shoot the button above this room, and jump off onto the ledge below. The back wall will open up to reveal a horde of power-ups.



A bonus bonanza. Power-up central. Ammo city. Very handy, in other words.



We're already under the influence of Quad Damage.

Secret area 3
Shoot the strips on the wall of secret area 2. A pentagram will be revealed to your right.

Secret area 4
Go through the bloody room and take the lift up. Shoot the coloured light on the ceiling to reveal another pentagram – you'll need it. Now run out of the room and take care of the Shambler before your power runs out. Underneath the ramp, in the lava, is a hole leading to level 18.



The hole o' doom, leading to level 18. Jump in.

LEVEL 17: THE CHAMBERS OF TORMENT — 2 secret areas

Your Vore-evading skills will need to be up to scratch to escape the Chambers of Torment. And make sure you have your wits about you on the bridge to the exit teleport, otherwise you'll be Fiend food.

Secret area 1
Make your way to the silver key and look up at the ceiling. Shoot the Q button to open a passageway to some yellow armour and a Quad Damage icon.



Yellow armour! Control yourselves, please.

Secret area 2
Go through the silver door and head left to a room with Ogres lurking in the rafters. Shoot the Q button at the top of the elevator to allow access to the Ogre area.



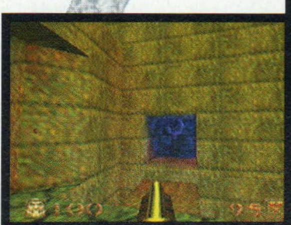
Don't waste your nails shooting switches – just use the single shotgun.

LEVEL 18: THE HAUNTED HALLS — 4 secret areas

Accessed only from level 16, the Haunted Halls are as tough as it gets in *Quake*. Fortunately the layout of the level is fairly simple, with the Q buttons opening up each level of the hellspawn-infested tower.

Secret area 1

At the centre of the first T-junction there is a grate on the right wall. Shoot it to reveal a Quad Damage.

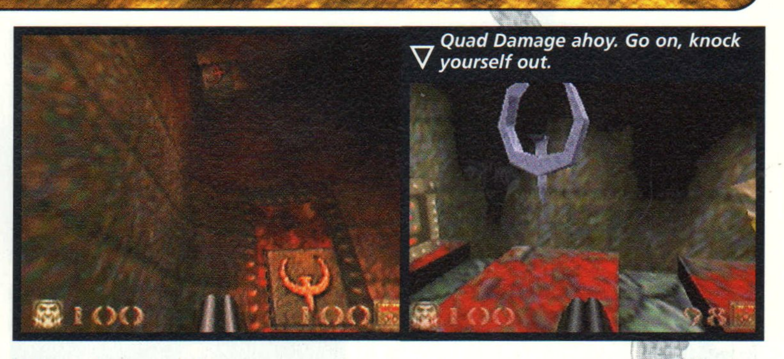




Secret area 2

After leaving the first secret area, walk straight ahead to the small elevator. Step on it to trigger it, then quickly walk back off and drop through the hole underneath.





Quad Damage ahoy. Go on, knock yourself out.

Secret area 3

In the room with the second Vore, there is a small switch on the ceiling, just above the large Q button. Shoot it to open up a room containing a Quad Damage.

Secret area 4

Take the lift up to the bridge. From here you must make a risky long jump over to the top of the cage containing the Ogre. A pentagram awaits, but falling in the lava means certain death.



Do you really want to risk it? Of course you do!

LEVEL 19: THE TOWER OF DESPAIR — 4 secret areas

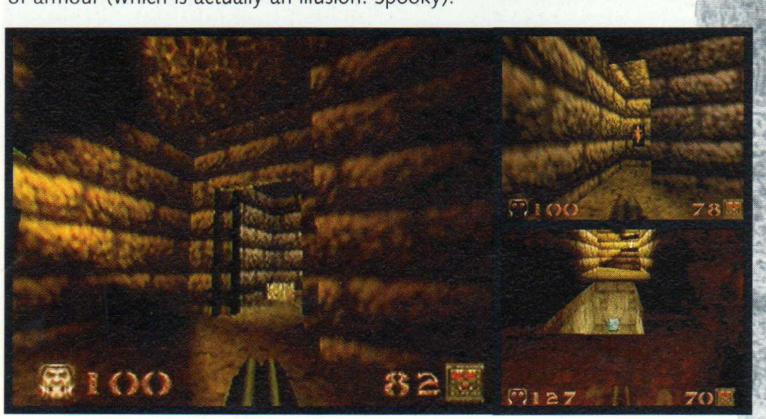
Unlike most of the previous levels, the Tower of Despair is actually quite tricky to navigate. Discovering the secret areas in the right order is the best way to be sure you're on the right path.

Secret area 1

Drop into the first room and shoot the blue window. Press the dagger button below it to drop the cage around the shotgun in the corner.

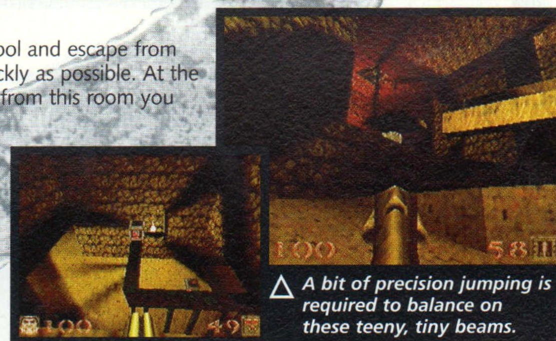
Secret area 2

At the end of the right hand corridor, shoot the wall on the right. Walk into this room and wait for the door to shut. Press the dagger button, exit the room, and drop down into the cavity containing the suit of armour (which is actually an illusion. Spooky).



Secret area 3

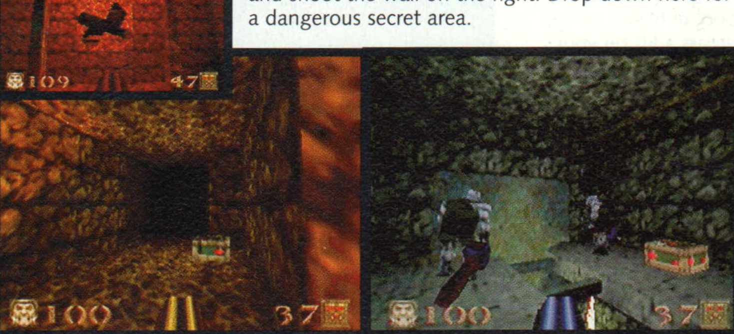
Drop through the pool and escape from the Shambler as quickly as possible. At the end of the only exit from this room you will find a set of beams and ramps, guarded by Ogres. Hop up onto the lowest beam and climb to the exit in the corner of the room. Below you will be a health bonus.



A bit of precision jumping is required to balance on these teeny, tiny beams.

Secret area 4

Make your way back to the beams and shoot the red window. Jump through it, take the elevator up, and shoot the wall on the right. Drop down here for a dangerous secret area.



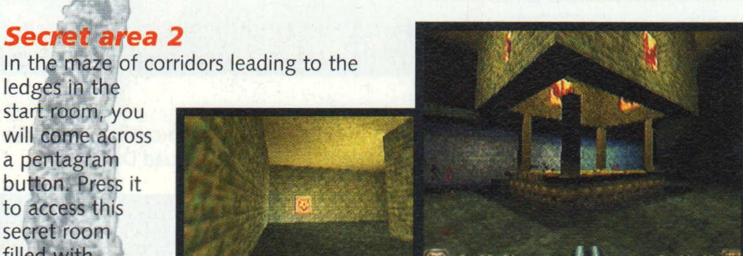


LEVEL 20: THE ELDER GOD SHRINE *3 secret areas*

With a whopping 77 creatures to kill, most of them Zombies, and the ammo boxes being very well protected, level 20 is a tough one to survive. You'll find the entrance to level 24 if you make it to the end, though.

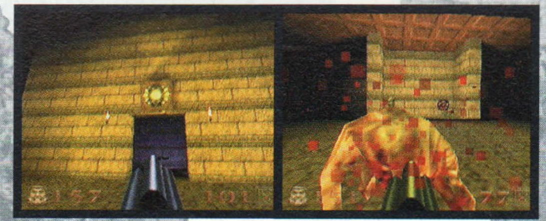
Secret area 1

When you come to this room, jump on the lift and walk through the windows for a health box.



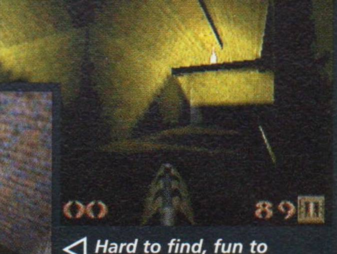
Secret area 2

In the maze of corridors leading to the ledges in the start room, you will come across a pentagram button. Press it to access this secret room filled with Zombies.



Secret area 3

After clearing secret area 2, step on the lift in the centre to activate it, then quickly walk back and through the teleport underneath. Grab the red armour and go through the teleport behind you to access level 24.





△ *Just touching the lift will activate it. Poke it with your toe...*

◁ *...Walk backwards and – behold! A secret teleport. Level 24 is very close.*

LEVEL 21: THE PALACE OF HATE *5 secret areas*

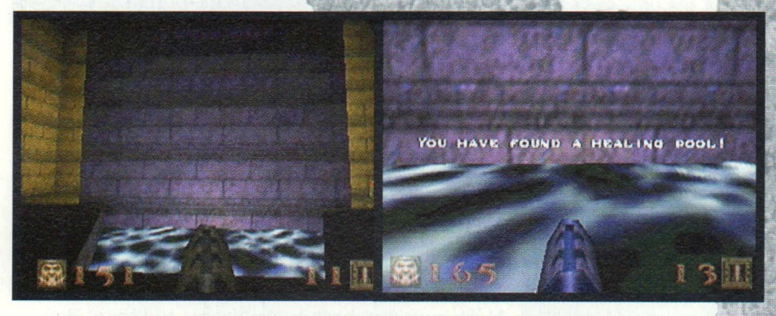
The upper level is colour coded to help you find your way around it – but you'll still need several attempts to figure out the best route to the silver key. Conserve your ammo, and watch out for the guillotine.

Secret area 1

Shoot the yellow symbol, above the door on the left of the large building. A secret area will open up behind you, containing a Pentagram and a Fiend.

Secret area 2

Go through the door and step into the healing pool. This counts as a secret area.





Secret area 3

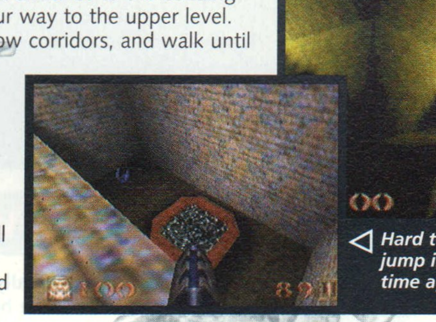
Continue behind the pool until you come across a lift on your right. Activate it, then step under it to find a red armour bonus.





Secret area 4

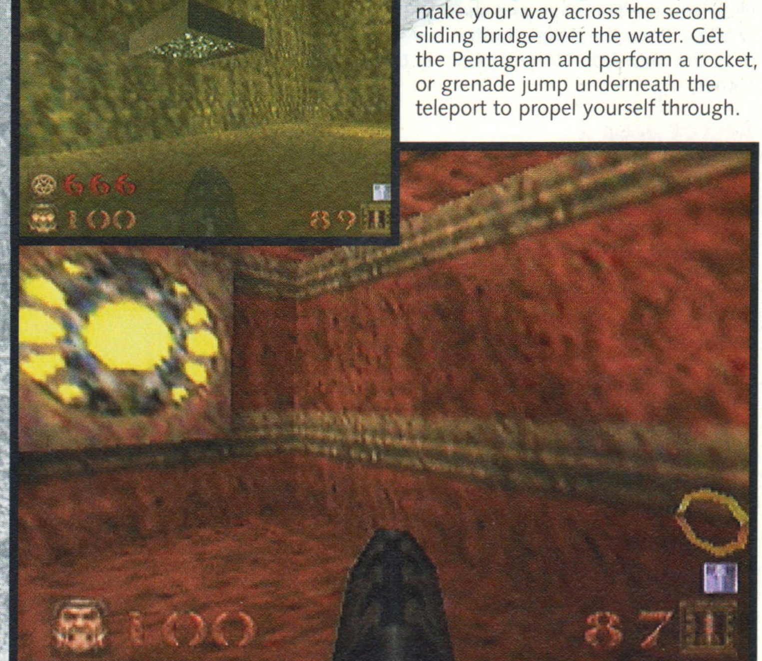
Take the back entrance to the building and fight your way to the upper level. Find the yellow corridors, and walk until you come to a dead end with sliding walls concealing two Knights. Go into the left hand wall when it opens, to find a teleport.



◁ *Hard to find, fun to jump into. It's teleport time again!*

Secret area 5

After going through the teleport, make your way across the second sliding bridge over the water. Get the Pentagram and perform a rocket, or grenade jump underneath the teleport to propel yourself through.



LEVEL 22: THE PAIN MAZE

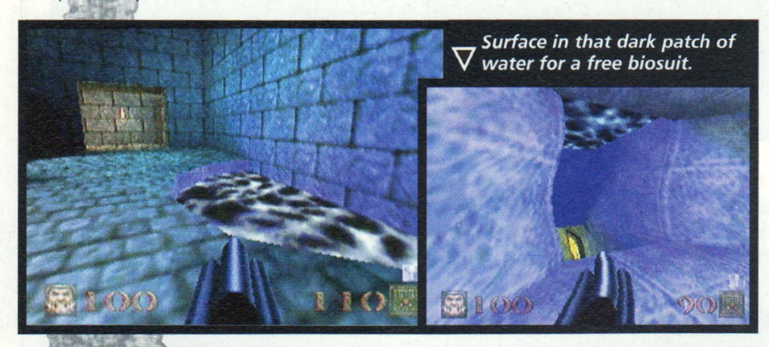
4 secret areas

Aptly named. It's a maze, and it can be quite painful – especially if you get too close to the Billy the Fish look-alikes. Your quest here is to locate the two altars and defile (shoot) them.



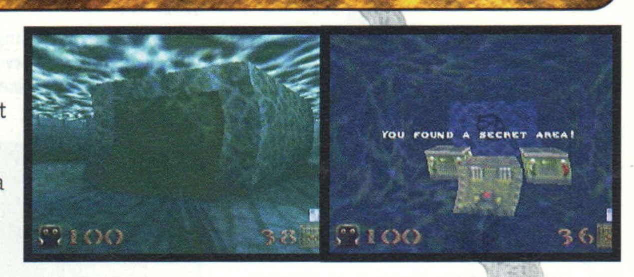
Secret area 1
In the first large room, hit the star button to open up a secret room and an elevator in front of you.

Secret area 2
Jump in the pool, and surface in the small area to the left to collect a biosuit.

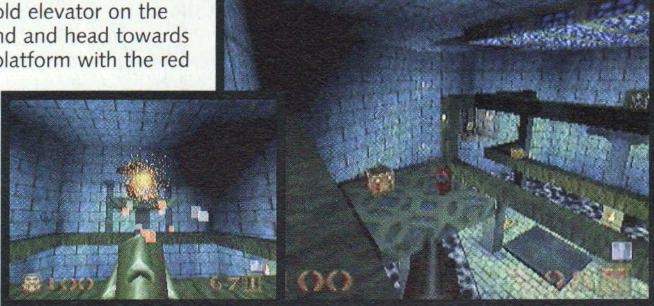


Surface in that dark patch of water for a free biosuit.

Secret area 3
In the larger pool area, shoot the green wall on the central island to open a secret room containing a Pentagram.



Secret area 4
Take the gold elevator on the central island and head towards the raised platform with the red armour. Stand on the beam behind it and shoot the blue window on the ceiling.



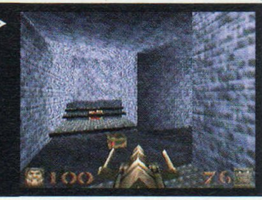
LEVEL 23: AZURE AGONY

9 secret areas

As the final proper level before the climactic showdown with Shub-Niggurath herself, Azure Agony is incredibly difficult. The best tactic is to take out the Fiends and Knights from a distance and save the secrets for the Vores towards the end.

Secret area 1
When you come to the Quad Damage resting in a green dead end, walk towards it and allow yourself to fall down the trapdoor into the slime. Go through the second teleport to collect some armour.





This central area contains most of the level's secret areas. Save them for later.

Secret area 2
In the central blue area, look for a Ring of Shadows. Around the corner from this is a set of steps with a red button underneath. Stand on the bottom step and shoot it.

Secret area 3
Shoot the wall in the far right corner of secret area 2 to drop a panel down, revealing a Quad Damage (and a Vore).

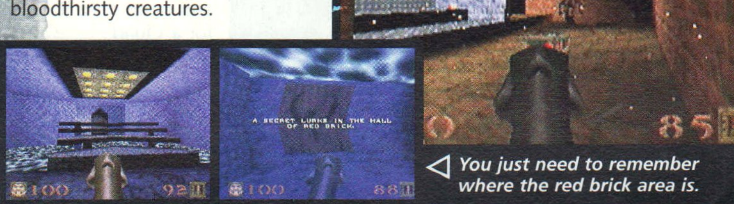




Shoot the walls on the left and right for a few free rockets.

Secret areas 4 and 5
Shoot the light patches on the walls of secret area 2 to reveal two alcoves containing rockets.

Secret area 6
Drop into the pool and shoot the Q symbol on the wall behind you. Exit via the teleport and return to the red brick area. A secret area will have opened up, containing rockets and several bloodthirsty creatures.



You just need to remember where the red brick area is.

Secret areas 7, 8 and 9
Shoot the lights above the pool and jump across. Collect the silver key and drop into the Zombie-infested water. Shooting the walls will reveal one light room and one dark one. The light room counts as one secret area, the dark room counts as two (when you collect the health bonus on the other side).



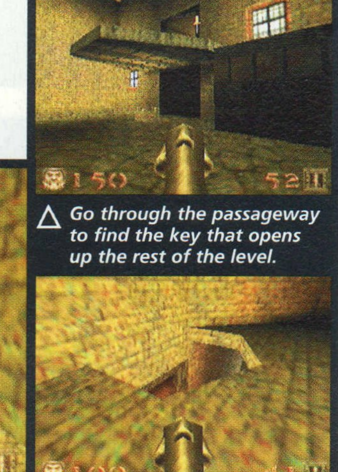


LEVEL 24: THE NAMELESS CITY — *4 secret areas*

The Nameless City is only accessible from level 20. It's a sprawling maze of corridors and dead ends, filled with Zombies and Fiends. The secret rooms are scattered over a wide area – remember where they are and leave the power-ups for when you really need them.

Secret area 1

Underneath the ledge with the gold key, go up the ramp to the right and jump to hit the button on the wall. Turn right and take the lift up to the room with the Vore in it. Drop down the hole for an armour bonus.

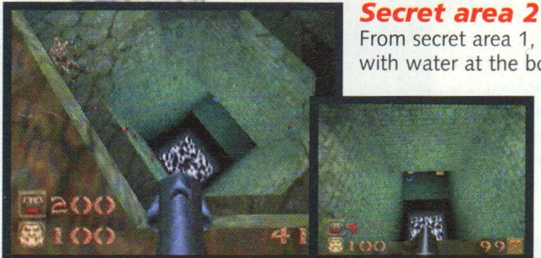


Go through the passageway to find the key that opens up the rest of the level.



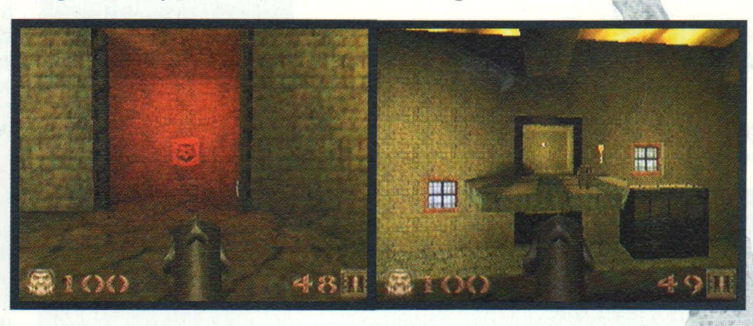
Secret area 2

From secret area 1, go to the large pit with water at the bottom and drop onto the first level with the Zombies. Look down until you see another ledge, just above the water, and jump onto it for a Quad Damage.



Secret area 3

Exit via the water and jump into the cage. Eventually you will reach an elevator, which will lead you to the ledge opposite the gold key. Jump across and grab the key. The secret area is behind the gold door.



Secret area 4

Return to the cage and continue past it to find the silver key (through the teleport in the courtyard). Go up the ramp behind the silver door and walk over the triangular gap in the beams, in the far corner, to drop down into the pit with the Zombies.



Yes, we know this won't kill them. We just like seeing blood.

LEVEL 25: SHUB-NIGGURATH'S PIT — *1 secret area*

Secret area 1

You made it this far. And there are only 20 enemies left to kill. Unfortunately for you, they're mostly Shamblers and Vores, and they're blocking the only path to your goal. The easiest way to get past them is to kill the first Shambler, then run up to the top of the path before the rest have time to materialise. The secret area is on a ledge just below the teleport.

To defeat Shub-Niggurath herself, watch the little spiked ball that floats around the level. When it passes inside the mother of all demons, leap through the teleport to experience the ultimate telefrag.



This first Shambler is the only enemy you actually need to kill...

A Quad Damage won't really do you much good here.

Telefragging Shubbsy. Cover your eyes, kiddies.

AND THAT'S IT...

Phew! We're still shaking – that was one deeply disturbing game. Psychotherapy and strong medication for N64 now. Here's to *Quake 2*!



FIRST PICS OF FINAL FANTASY 8!

BANJO-KAZOOIE

Rare's amazing new adventure – we've already finished it!

GRAN TURISMO

Learn the fastest route to upgrading your motor and more!

PLUS!

STREET FIGHTER EX 2
MORTAL KOMBAT 4
CIRCUIT BREAKERS
DEAD OR ALIVE
PSYBADEK
UNREAL
GT 64

1998'S COOLEST GAME!

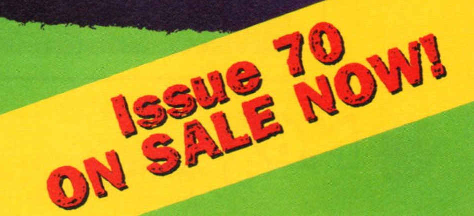
METAL GEAR SOLID

100 SHOTS • INCREDIBLE SECRETS
FULL AMAZING FACTS INSIDE...



FIRST WITH THE BIGGEST GAME NEWS FROM E3

TOMB RAIDER 3, ZELDA, WIPEOUT 64, CRASH 3, SPYRO THE DRAGON...

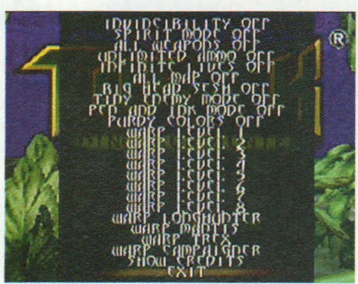




After the mighty price reduction we thought we'd better take another look at *Turok*. It may be getting on a bit but this first-person dino blaster is still tops and it's also got one of the best cheat menus we've ever seen.

Turok: Dinosaur Hunter

The codes
Enter these codes at the enter cheat area, resume game and then pause again. Now enter the cheat menu and you'll see a list of the codes. You can switch any of them on or off, and even combine them.







NTHGTHDGDCRTDTRK
The big cheat – this gives you everything.

LLTHCLRSFTHRNB
Some very colourful effects.

CLLTHTNMTN
Quack mode. Does exactly what it says on the code.

NSTHMNDNT
Show enemies. This will display enemies as red arrows on the map.

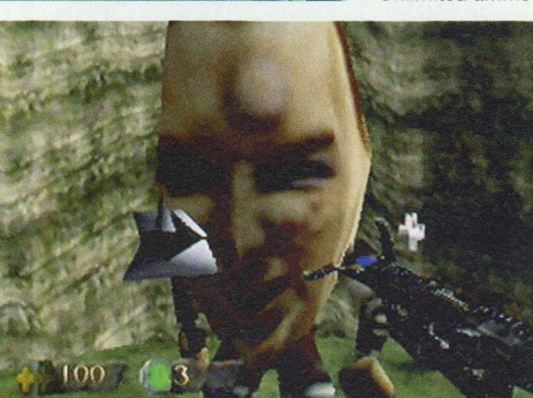
DNCHN
Dana mode.

THSSLKSCL
Spirit mode.

RBNSMTH
Robin's cheat offers invincibility, all weapons, unlimited ammo, big heads, and credits.

GRGCHN
Greg mode is the same as Robin's cheat but without the invincibility.

BLLTSRRFRND
Unlimited ammo.



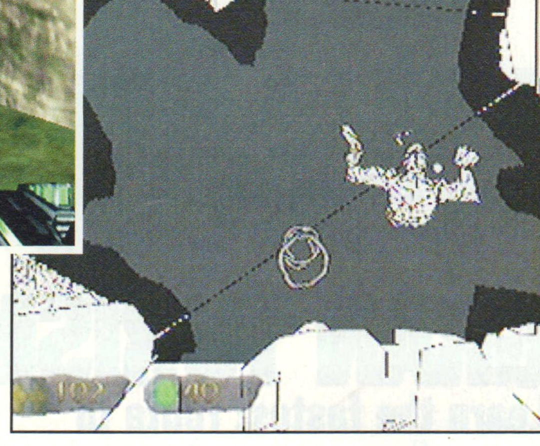
CMGTSMMGGTS
All weapons.

FDTHMGS
Credits.

FRTHSTHTTRLSCK
Infinite lives.

DLKTDR
Pen and ink mode. This changes the game into a black and white, line drawn affair.





Quick jump
Press either Left-C, or Right-C, over and over as fast as you can and Turok will jump quickly.

Classic Game

ISS64

Yet another game shifting down in price is the superlative *ISS64*. There are only two cheats for it, but they're pretty good ones nonetheless.

Hidden teams
Press the following code on the title screen: Up on the D-pad, L, Up on the D-pad, L, Down on the D-pad, L, Down on the D-pad, L, Left on the D-pad, R, Right on the D-pad, R, Left on the D-pad, R, Right on the D-pad, R, B, A, and then hold down Z and press start to access six hidden teams. (Toggle through them with R.)

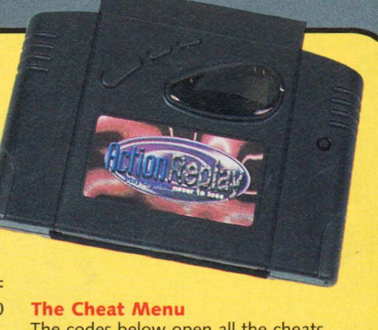


Big heads
To inflate the players' heads type the following code on the main screen: Top-C, Top-C, Bottom-C, Bottom-C, Left-C, Right-C, Left-C, Right-C, B, A, then hold down Z and press start. The announcer should cry 'Goal!'





Datel codes



Now we've squeezed another page out of James's tight grasp, we've decided to include some of those fancy Action Replay codes we've been hearing so much about. Who'd have thought how much cheating could go on by entering just a few simple codes? To start the ball rolling here are a few of our favourites. If you know of any more, just note them down and get them in the post to Tips Extra (Datel Codes), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

Duke Nukem — PAL Version

Infinite armour 812A5AC2 0064
Infinite vitamin K..............818A5AC0 0190
Infinite jetpack 812A5ABE 0640
Infinite scuba gear............812A5ABC 1900
Have all keys.....................802A5A77 000F
Infinite ammo (pistol)........802A5A31 00FF
Have shotgun 802A5AEB 0001
Infinite shotgun ammo......802A5A33 00FF
Have submachine gun 802A5AEC 0001
Infinite submachine gun ammo
....802A5A35 00FF
Have grenade launcher 802A5AED 0001
Infinite grenade launcher ammo
....802A5A37 00FF
Have pipe bombs 802A5AEE 0001
Infinite pipe bombs ammo 802A5A39 00FF
Have shrinker....................802A5AEF 0001
Infinite shrinker ammo 802A5A3B 00FF
Have expander..................802A5AF0 0001
Infinite expander ammo ...802A5A3D 00FF
Have missile launcher........802A5AF1 0001
Infinite missile launcher ammo
....802A5A3F 00FF
Have plasma cannon.........802A5AF2 0001
Infinite plasma cannon ammo
....802A5A41 00FF
Have laser trip bomb.........802A5AF3 0001
Infinite laser trip bomb ammo
....802A5A43 00FF

GoldenEye — PAL Version

Level Cheats

The Dam
Infinite ammo ....800BAB97 FFFF
Infinite health...................810BA3DC 3F80

Facility
Infinite ammo ....8009DF97 FFFF
Infinite health....................8109D7DC 3F80

Runway, Surface 1 and Depot
Infinite ammo.....................800C0F97 FFFF
Infinite health 810C07DC 3F80

Bunker/Silo
Infinite ammo.....................8009B797 FFFF
Infinite health 8109AFDC 3F80

Frigate
Infinite ammo.....................800AE397 FFFF
Infinite health 810ADBDC 3F80

Surface 2
Infinite ammo.....................800CD797 FFFF
Infinite health...................810CCFDC 3F80

Statue
Infinite ammo ....800ACF97 FFFF
Infinite health...................810AC7DC 3F80

Archives, Caverns, Cradle and Egyptian
Infinite ammo.....................800B4797 FFFF
Infinite health...................810B3FDC 3F80

Streets
Infinite ammo ....800BE797 FFFF
Infinite health 810BDFDC 3F80

Train, Jungle and Control Centre
Infinite ammo.....................800A7F97 FFFF
Infinite health 810A77DC 3F80

Aztec
Infinite ammo.....................80097B97 FFFF
Infinite health 810973DC 3F80

Open all Levels

For these codes to work you must have a copy of a saved game on the cart. To get it to work enter all these codes in one slot.

....81058950 0101
....80058952 000F
....80058954 000F
....80058956 000F
....80058958 000F
....8005895A 000F
....8005895C 000F
....8005895E 000F
....80058960 000F
....80058962 000F

The Cheat Menu

The codes below open all the cheats within the in-built cheat menu of the game. For these codes to work you need to have the menu already active.

All guns 80058593 0001
Bond invisible....................8005859a 0001
DK mode 8005859c 0001
Enemy rockets 800585Ac 0001
Fast animation..................800585Aa 0001
Infinite ammo 8005859b 0001
Invincible..........................80058592 0001
Line mode 80058597 0001
No radar (multi) 800585A7 0001
Paint ball mode.................8005859F 0001
Slow animation 800585Ab 0001
Tiny bond 8005859E 0001
Turbo mode 800585A8 0001

FIFA: RTWC '98 — PAL Version

Away team scores 20 goals..801AF437 0014

Away team scores 0 goals....801AF437 0000

Home team scores 20 goals.801AF433 0014

Home team scores 0 goals...801AF433 0000

Shadows of the Empire

How about this for an all-encompassing cheat. You can unlock all the levels, become invincible or receive 50 lives (and that's just for starters). It looks like a wind-up but it's all true and very, very odd.

1. Start a game where the player's name is "_Wampa__Stompa" (the underscores are spaces). Remember, there is ONE space before Wampa and TWO spaces between Wampa and Stompa. Also, the W in Wampa and the S in Stompa must be in capitals.

2. Begin playing on any level and then pause the game.

3. Hold down ALL of the following: all C-buttons, Z, L, R, and Left on the D-pad.

4. As you hold these down, push the analogue stick HALFWAY to the left, and hold it (for about five seconds) until you hear a 'donk' sound.

5. Repeat, but hold the analogue stick halfway to the right waiting, again, until you hear the 'donk' sound.

6. Repeat again to the left, again to the right, and again to the left.

7. Pink text will now appear at the top of the screen. Use L and R to change options. Some options can be scrolled through with the analogue. Press A to activate them.

8. To get the cheat menu back, pause the game, hold down all the buttons used in step 3 and then move the analogue stick left or right.

NHL Breakaway '98

Create the perfect player

Go to the 'Create a Player' option and enter the name as 'Jim Jung'. From there, you should be able to change as many attributes about him as you want including weight and size. In no time at all you'll have the very best player possible.

Cheat menu

From the title screen, enter this code to open up a rather good little cheat menu:
Left-C, Right-C, Left-C, Right-C, R, R.
Now go to the main menu and the cheat screen should be selectable.

Quake

After the success of last issue's password cheat (all Q's in the code menu) here's another Quake tip.

Enemies kill each other

Once you've entered the cheat codes turn the God mode on – making sure the targeting is turned off. Fire at a monster (using something like a rocket is good) so it turns to chase you. Now run behind another monster so any damage will be taken by him and not you.

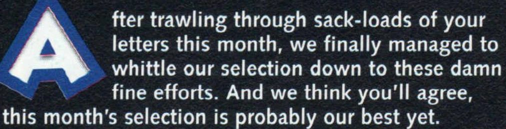
At this point the monsters will start fighting each other and they won't stop until one of them dies. Remember this though: if the monster you hit wins the fight, he'll keep chasing after you until you kill it. If the other monster wins he'll stay in his original position until you hurt him. Result!

• This won't work with Grunts.



GO! GO!

READERS' TOP TEN TIPS



After trawling through sack-loads of your letters this month, we finally managed to whittle our selection down to these damn fine efforts. And we think you'll agree, this month's selection is probably our best yet.

However, if you think you've found something better, and fancy winning yourself a rather tasteful **N64** Magazine pin badge, or even, if your tip is deemed to be the very topmost of the ten, an equally superb MakoPad from those generous people at Interact (01202 700139), then drop us a line at Tips Extra. Go on, it doesn't hurt. You'll find the address to send them all to at the bottom of this very page. Get writing then. There's no time to waste.



Cheat o' the month
1. GoldenEye

If you want to be victorious in a deathmatch, remember where your opponent is returned to after being killed. You will find that there's a pattern to where they regenerate. Here's the pattern for the Bunker level.

Died once
As you walk down the steps into the main room, your opponent will be up the stairs on the right hand side.

Died twice
In the cell where you're put, in Bunker 2 level, in the one-player game.

Died three times
At the top of the stairs by the helicopter pad.

Died four times
In the small room, where one of the documents is on the table in the one-player game.

Died five times
As you exit the room with both cells, go straight on and it's the first door on your left.

This routine repeats itself over and over, allowing you to win every deathmatch as long as you can move fast enough. The only thing to be wary of is getting too close to the regeneration site before your opponent returns. If you do, your clever N64 will skip it, and put them onto the next position.

If you're playing with proximity mines, always make sure to drop them in the regeneration areas. You opponent will die every time they re-join the game.
Ross Bishop, North Devon

2. Killer Instinct

Press the following combos to add various little goodies to your game.

Z, B, A, L, A, Z during the story mode: All options.

Z, B, A, Z, A, L: This makes the characters particularly colourful.

Z, A, R, Z, A, B during the story mode: To play as Gargos.

Game speed
At the character select screen press these buttons to change the game speed:

Down and Medium punch: Fast play

Down and Fierce punch: Ultra play

Up, Fierce punch, Medium Kick, Quick Punch: Ultra, ultra play.
James Cowan, Co. Antrim

3. Top Gear Rally

I've found that it's possible to paint your car without going to the paintshop. Go to the car select screen and when choosing a car hold Up on the D-pad to brighten the colour, or Down on the D–pad to darken it.

At the same time press either Left-C, Top-C or Right-C. Left-C will adjust the blue tones, Top-C will adjust the red tones and Right-C will adjust the green tones. It's much faster than going to the paintshop and you don't need a memory card.
Marc Love, Walthamstow

4. Fighters Destiny

When you're choosing your main man (or woman) from ze character select screen, hold down R to change to his second rocking outfit. Hey, I hear what you're saying! Funky! But that's not all, choose the main guy, Pierre, and during ze game tap the L button several times and his nose gets bigger and bigger until it explodes, making him look like a groovy werewolf.
John Tang (aka DJ Cheatster), Essex

5. FIFA: Road to the World Cup '98

Just as the opposing goalkeeper is about to kick the ball out, press B (to carry out a foot tackle). If done correctly you will block the kick, leaving you with an open goal.
Jack Weir, Huddersfield

6. 1080° Snowboarding

Turbo start
For a turbo start, push up on the analogue when the announcer says 'GO!'. Your player should hop forward, giving you a faster start. You can also do this during a race after you crash.

Also, to stop yourself tumbling when you land from a jump, adjust the board until it's the same angle as the ground and then press Z just before you touch down.

Shortcut on track 5
You'll find the shortcut near the start as you're heading down the steep section. When the track veers sharply to the right, leap over the edge straight ahead, by the signs. Make sure you stick to the left hand side, then you'll clear the whole mountain and land on the track below.
Robert McMahon, Herne Bay

7. FIFA: Road to the World Cup '98

If you want to see some celebratory behaviour after you've scored a goal then here's how it's done: Left-C will bring on a drum roll and cheers, Bottom-C is a blast of a horn, B is drums on their own and A just cheering. If you concede a goal and you want some appropriate sound effects Bottom-C and B are booing while Left-C and A brings on some Italian-style whistling.
Andrew Martin, Sunderland



8. GoldenEye 007

On the Facility level in GoldenEye, in the normal or the multiplayer game, you can re-enter the air vent above the toilet using the following technique:
Press and hold Left-C and R and pull left on the analogue stick. This is an excellent tactic for getting easy kills in the multiplayer mode, when opponents regenerate without a weapon in the air vent.
Paul Northend, Middlesborough



9. Wave Race 64

Go to the stunt mode and choose Dolphin Park. Go through every ring in the right order then do a hand stand, ride backwards, ride standing up and backflip into position on the ramp. Now somersault in the air, do a submarine, barrel roll left then barrel roll right to cross the finish line. If you hear a dolphin squeak you've done it right. Now reset the game, go to warm up and when you select your character, holding down the analogue stick as you do, you'll be riding a dolphin. Hard but great fun.
James Stewart, Buckinghamshire

10. Nagano Winter Olympics

If you're suffering from insomnia, pop downstairs and give *Nagano Winter Olympics* a go. That's the only good use I can find for it.
William Shutes, Norwich

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....

Address ....

....

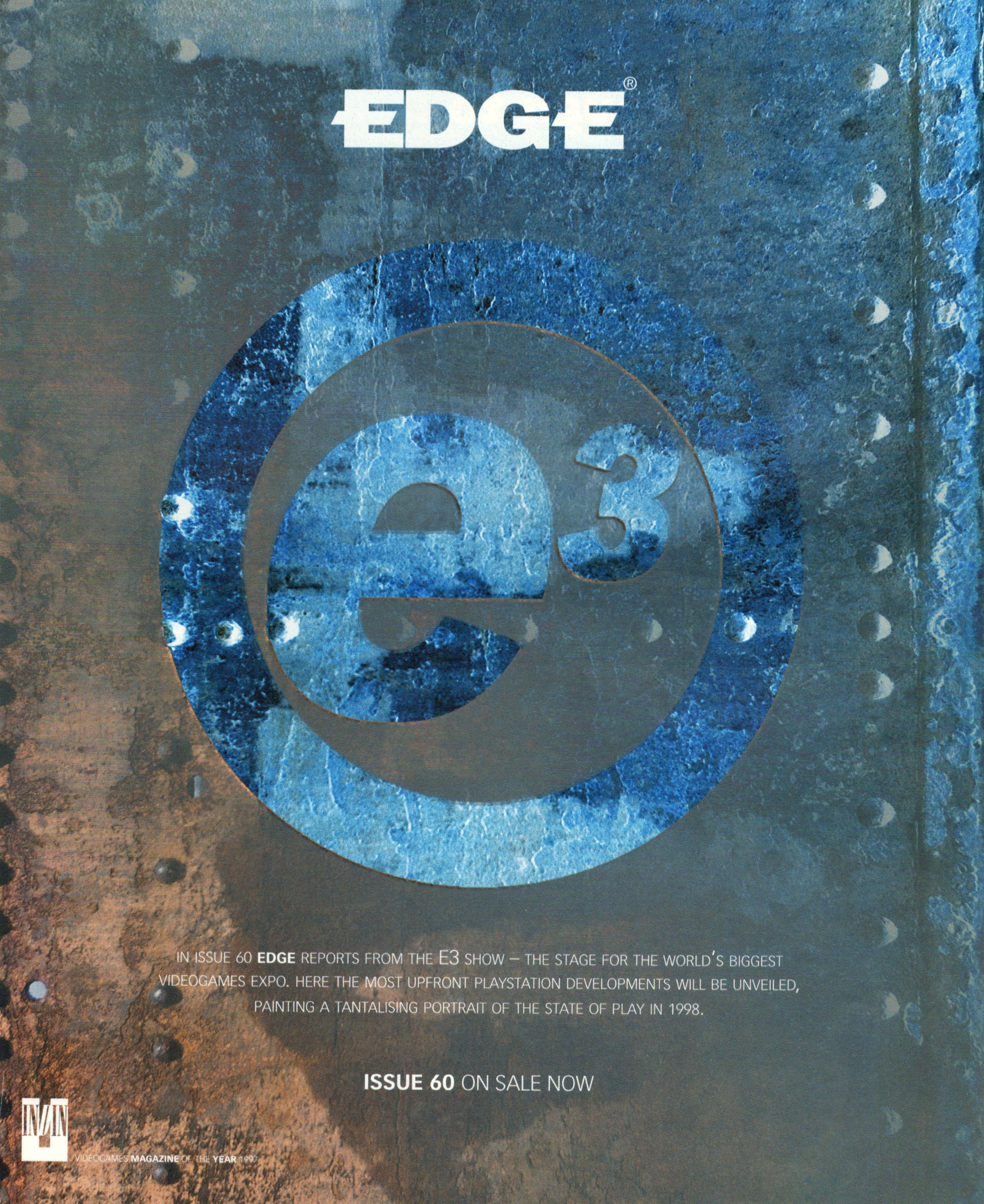
....

....

Post code ....

Send to: Tips Extra, N64 Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.




EDGE®
e3
IN ISSUE 60 EDGE REPORTS FROM THE E3 SHOW – THE STAGE FOR THE WORLD'S BIGGEST VIDEOGAMES EXPO. HERE THE MOST UPFRONT PLAYSTATION DEVELOPMENTS WILL BE UNVEILED, PAINTING A TANTALISING PORTRAIT OF THE STATE OF PLAY IN 1998.
ISSUE 60 ON SALE NOW
VIDEOGAMES MAGAZINE OF THE YEAR 1997

You're through to... THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

This month an RPG flavour delicately pervaded the Hotline, what with the advent of *Goemon* and all. In fact, the Hotline has spent most of this month recalling the days of its youth, when toy soldiers became heroic elves or dwarves, and hurt peoples feet when they were stepped upon.

RPGs used to be the sole domain of unusual, cagouled people who could speak in strange tongues when 'under the influence' (usually on a sugar rush from too many orange fizzies). Thank goodness we can now all enjoy them without resorting to throwing great handfuls of dice about the place, and covering everything with that horrible green felt.

Continuing the adventure theme, towards the end of the month a highly prized copy of *Banjo-Kazooie* was handed down into our pit on the end of a very long steel pole, only to be withdrawn, mangled and riddled with teeth marks as we fought to decide who should play it first. We'll be covering this game in full when it gets released – believe us, it's well worth the wait.



Common questions: Mystical Ninja starring Goemon

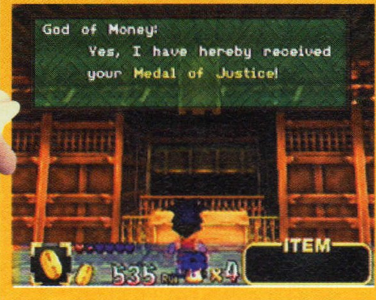
General hints:
1. Make sure you read all of the text on screen. It may seem an obvious point, but all the information you need to complete the game lies therein!

2. Talk to absolutely EVERYONE!! This is extremely important, especially in the earlier parts of the game. Sometimes you will find yourself unable to progress if you haven't done it!

3. All the pertinent information is in yellow, so look out for it.

Q I can't get the Medal of Flames.

A After defeating the Control Machine on the Dragon, and going through the automatic sequence, go forward, jump up the stairs and enter the wooden door at the top. Climb the stairs and go through the door in the top-right corner. Climb the stairs to the top and pass through the red bars. Climb up the stairs in the middle and shoot five medals into the centre crate to receive the Medal of Flames.



Q I have completed the game but can't find the Meat Saw Hammer for Ebisumaru!

A A lot of people miss this one because you don't need it to finish the game. In the Festival Temple Castle, once you receive the the Kunai of Severe Cold weapon for Sasuke, leave the room through the same door you



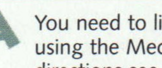
came through, then go forward and go through the first door on the left. Go left, avoiding the brown barrels to get to the top, then enter the door in the right wall. Go forward, bounce across the barrels to get to the other side and go through the right door. Go right, around the corner and enter the door in the left wall. Stand on the cement block in the middle of the room, then go right through the water to the green platform. Climb the platform to the top, then jump to the left over the fence and collect the Meat Saw Hammer.

Q I've been told that the man on Mount Fuji will power up my weapons to Level 2, but all he says is that I need more training.

A The problem here is that there is a man in Folkeypoke village you need to talk to, in order for the weapon master to train you. When entering Folkeypoke village, go down the stairs ahead of you, cross the main area and climb the stairs on the other side. Talk to the man just to the right of the large gate.



Q How do you get through the red door near the entrance of Ghost Toys Castle?



A You need to light the two pots using the Medal of Flames. For directions see question one.





☎ (01703) 652222 HOTLINE

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

Now also available!
We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

TETRISPHERE

More solutions to those tricky puzzles.

41. Move the cursor right two spaces from where it starts. Grab the purple L-shaped piece here and slide up one space. Place the cursor on the purple L-shaped piece below the one you just moved. Grab this piece, then slide it one space down to clear the level.

42. Grab the purple L-shaped piece that the cursor begins on and slide it up one space. Move the cursor down two spaces, then right one space. It will be on the middle purple L-shaped piece. Slide this piece to the left two spaces. Place the cursor over the first purple L-shaped piece you moved and slide it back down one space. Move the cursor to the right three spaces. It will be over the highest blue square. Grab this piece and slide it to the right two spaces. It will fall to the bottom. With the cursor still on this piece, press A to use your drop and clear the level.



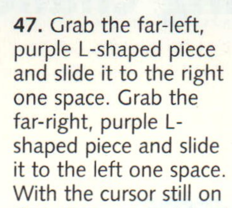
43. Move the cursor right one space, grab the green rectangle, then slide it up three spaces. Grab the yellow rectangle in the centre and slide it up two spaces. Place the cursor on the lower-right, red T-shaped piece. Press your A button to use your drop and clear the level.

44. Move the cursor down two spaces from where it starts. It will be on a red T-shaped piece. Grab this piece and slide it to the left one space. Move the cursor two spaces right, to the next red T-shaped piece. Grab this piece and slide it down two spaces to clear the level.



45. Move the cursor down two spaces from where it starts. Grab the blue Z-shaped piece here and slide it up two spaces to clear the level.

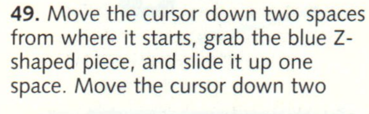
46. Grab the blue square that the cursor begins on and slide it up one space. Move the cursor up one space, grab the next blue square, then slide it down one space. Grab the first piece you moved and slide it up one space. Grab the second piece you moved and slide it down one space to clear all of the blue squares. Grab and slide the three purple L-shaped pieces so they are all touching. Place the cursor over the middle piece, then press A to use your drop and the level will clear.



47. Grab the far-left, purple L-shaped piece and slide it to the right one space. Grab the far-right, purple L-shaped piece and slide it to the left one space. With the cursor still on that piece, press A to clear the level.

48. Move the cursor down one space from where it starts. Grab the purple L-shaped piece, then slide it up one space. Move the cursor left one space. It will be on a red T-shaped piece. Grab that piece and slide it to the left two spaces. After the purple and blue blocks clear, slide that same piece back to the right two spaces, then press A to use your drop. The rest of the level will clear.

49. Move the cursor down two spaces from where it starts, grab the blue Z-shaped piece, and slide it up one space. Move the cursor down two spaces again, grab the lowest blue Z-shaped piece and slide it down one space to clear the level.







50. Move the cursor up four spaces, then left one space from where it starts. It will be on a red T-shaped piece. Grab this piece and slide it up one space, then right one space. Move the cursor left two spaces, then down one space. Grab the red T-shaped piece and slide it left one space. Part of the level will clear. Place the cursor over the bottom yellow rectangle, then press A to use your drop. The rest of the level will clear.

51. Move the cursor right two spaces from where it starts. Grab the purple L-shaped piece, then slide it to the left two spaces. Part of the level will clear. Move the cursor down four spaces then press A to use your drop and clear the level.

52. Move the cursor left two spaces from where it starts. Grab the blue square, then slide it down one space. Move the cursor up one space, the right one space. It will be on a lower blue square. Grab and slide this piece left one space. Grab the first piece you moved and slide it back up one space. Grab the second piece you moved and slide it left one space to clear the level.





The world's best gamers go for glory in the world's most difficult gaming challenge.



The certificates are so special they're still being made. Clear a space on your wall though because we'll be sending them out very soon.

You don't get to join Skill Club 64 by being merely an average player. Make no mistake, to enter our Gold, Silver or Bronze leagues, you'll need Top Gun-esque reflexes and co-ordination. It's a challenge beyond most ordinary folk, but ever-increasing numbers of you are proving to have truly astonishing gaming skills.

If you think you've got Iceman's ruthless streak combined with Maverick's winning smile, then get cracking. Completing three challenges earns you entry to the Bronze league, and completing seven challenges gets you a place in the Silver league. A few of you have even managed to complete 10 challenges, for a Gold league place, but you don't necessarily have to do it all at once – you can upgrade your position from Bronze or Silver by sending us confirmation of your new achievements whenever you like.

The prize is, of course, an N64 badge and an exclusive Gold, Silver or Bronze certificate – the only people who will *ever* possess one are those who can complete our challenges.

Give it a go – you'll be surprised just what you can achieve.

HOW IT WORKS

All you have to do is try to complete as many of the challenges on the opposite page as possible. Fill out the form, ticking the relevant boxes, and we'll enter you into the Skill Club 64 chart. You'll need to complete three challenges for Bronze, seven for Silver and 10 for Gold. Get going and we'll send you a much sought after certificate!

gold club complete all 10 challenges

Name
Simon Moore, Liverpool
Richard Davies, Rotherham
Rene Laurent, Ireland
Stephen Lockhart, Ireland



silver club complete 7 challenges

Name	Completed
Robert Gallagher, Southampton	A,B,C,F,G,H,I
Kenneth Pickering, Ayrshire	A,B,C,D,G,I,J
Shaun Bell, Trowbridge	A,B,D,E,G,H,I
Kurt Peter Radford, Rotherham	A,B,D,E,F,I,J
Richard Davies, Rotherham, S. Yorks	A,B,D,E,F,I,J
Philip Foster, Havant, Hants	A,B,D,E,F,G,I
Derek Topper, Bristol	A,C,E,F,G,H,I
Jon Davies, Wallingford	A,B,C,D,G,H,I
Chris Scearce, Reading	A,B,C,D,F,G,I
Stuart Richards, Surrey	A,B,C,E,F,H,J
Arthur Van Dalen, The Netherlands	A,B,D,F,G,H,I
Ciaran McDermott, Ireland	A,B,C,D,E,F,H
Rony Costa, Middlesex	A,B,C,D,E,I,J

Name	Completed
Andrew Castiglione, Bristol	A,B,D,E,F,H,I
Gary Thomson, Midlothian	A,B,C,D,E,F,H
Jon Olav Larsen, Norway	A,B,C,D,E,F,G
Mario Sioutis, Greece	A,C,D,E,F,G,H
Andrew Rutherford, Macclesfield	A,B,C,D,F,G,I
Ben Campion, Staffs	A,B,C,D,F,H,I
Steven McMahon, County Down	A,B,C,D,E,F,G,I
Martyn Bibby, Cheshire	A,B,D,E,F,G,H,I
Christopher Smith, Surrey	A,B,C,D,E,G,I,J
Jan-Erik Spangberg, Sweden	A,B,C,D,E,G,I,J
Andrew Mills, Londonderry	A,B,C,D,E,F,H,I,J
Piet den Dulk, Holland	A,B,C,D,E,F,G,H,I
Matthew King, Bromley	A,B,C,D,E,F,G,I,J

bronze club complete 3 challenges

Name	Completed
Adam Johnstone, Wantage	A,B,F
Pierre Dimba, Tonbridge	A,C,G
Ben Cook, Shoreham-By-Sea	A,B,G
Ben Olney, Kingston, Surrey	A,D,E
Kevin Watts, Mansfield, Notts	A,C,F
Lawrence Gilbey, Bridport, Dorset	B,C,I
David Maguregui, Wellesbourne	D,E,G
Daniel Brooks, Swindon	A,B,F
Ciaran Spence,County Antrim	A,B,F
Miles Fearnley, West Yorks	B,D,E
Joachim Clauwers, Belgium	A,D,F
R. Knapman, South Wirral	A,B,E
Stephen Durant, Bridgwater	A,F,I
Simon Bell, Co. Durham	A,B,F
Herman Valk, The Netherlands	A,B,G
Michael Gapper, Bristol	A,C,F
Riccardo Riboldi, Milan, Italy	A,B,E
Adam Norman, Nottingham	A,D,E
Nicholas Bec,Salisbury	A,C,I
Chris Gray, Fife	A,C,I
Paul Coulson, Stamford	A,B,F
Tom Clarke, Beaconsfield	A,C,I
Sebastian Bond, Gloucester	A,D,G
Ioan Rees, Redditch	A,B,G
Nick Hadden, County Cork	A,C,I
Tom Richardson, Addingham	A,C,H
Robert Kloosterhuis, Holland	A,D,F
Gordon Scales, Nottingham	A,B,F
Ian Renyard, Ashford	A,B,F
Phillip Renyard, Ashford	A,B,F
Brian Mulheron, Tyne & Wear	A,C,F
Andy Howard, Cambridge	A,B,D
Remco Van Wingerden, Holland	A,B,F
Mark Odell, Derby	A,D,E
David Keane, Sandwich	A,B,G
Thomas Suckling, Ipswich	A,D,F
Dylan Foale, Devon	A,C,I
Lee Robertshaw, Southampton	A,E,F
Ian Gore, Somerset	A,B,F
Graham Cookson, Kent	A,B,H
Dave Bloemem, Holland	A,C,F
Andrew Hannath, Swindon	B,D,F
Erwin Zeevaart, Holland	A,F,H
Steve Paget, Bonsall	A,C,D
Richard Whitham, Poulton-le-Fylde	A,B,F
Philip O, Herts	A,D,H

Name	Completed
Benjamin Lo, London	E,F,J
Robert Lynch, Middlesex	A,B,D
Owain Brimfield, Isle of Man	A,E,F
David Newbrook, Staffs	A,D,F
Alex Schwassmann, Germany	A,F,
Chris Partridge, East Sussex	A,C,F
Jonathan Townsend, Gwent	A,E,G
David Myring, Bristol	A,E,F
Ben Davies, Coventry	B,C,J
Matt Peck, East Sussex	A,D,E
Mark Rundle, Herts	A,D,H
Richard Sutton, Kent	A,B,I
Mark Walker, Bedford	A,B,F
Jonathan Davies, Coventry	B,C,J
Sandy McKenzie, Scotland	C,F,H
Adam Khattak, Belfast	A,C,F
Matthew Kitis, Liverpool	B,C,I
Joe Cape, Stirling	A,C,D
Ewen Summers, Scotland	A,B,D
Joachim Clauwers, Belgium	A,D,F
David Holmes, Doncaster	A,B,F
Tom Wyatt, Staines	A,C,D
Ben Stevens, London	A,E,F
James O'Sullivan, Somerset	A,B,D
David Nicol, Cambridge	A,B,D
Keith Tannahill, Ayrshire	A,D,J
Jamil Yahyaoui, Belfast	A,B,D
Michael Achilles, Chingford	A,D,I
Jan Dehm Neves, Portugal	A,E,G
Luke Yeandle, Abertillery	A,D,E
Ben Wakefield, Twickenham	A,B,D
Omid Elliott, County Tyrone	A,B,C
Nick Syrad, Reading	A,D,F
Patrick Laakso, Sweden	A,B,D
David Gibson, Fleet	B,D,H
Mark Underwood, Cumbria	A,E,I
Daniel Longstaff, Chigwell	A,G,I
Vincent Coyne, Galway	A,E,F
Raoul Smids, Belgium	A,B,G
Chris O'Riordan, Cornwall	A,B,E
Matthew Weston, Nottingham	A,C,D
Jon Davies, Wallingford	E,F,J
Nils Meuzler, Germany	A,B,E,I
Jeremy Scoble, Plymouth	A,D,G,I
Chris Thomas, Wallington	A,B,C,I
Gard Mellemstrand, Norway	A,D,F,I

Name	Completed
James Bundy, Reading	A,E,F,I
Alex McIver, Edinburgh	A,B,C,F
Tom Walker, Halstead, Essex	A,E,F,H
Lawrence Gilbey, Bridport	A,B,C,I
Neil Williamson, Nottingham	A,B,C,F
Philipp Sokolean, Switzerland	A,D,E,I
James Leigh, Clevedon	A,B,G,I
Gregor Richards, Dorking	A,F,G,H
Neil Williamson, Nottingham	A,B,C,F
Aidan Murray, Co. Cork, Ireland	A,B,D,H
Carl Bullen, Liverpool	A,B,G,H
Alex Mann, Bedford, Beds	A,C,D,F
Alain Keersmaekers, Belgium	A,B,F,J
Mark Quinn, Preston	A,B,E,I
Daniel Weserholm, Finland	B,D,E,I
Andrew Davies, Essex	A,B,D,I
Morten Tronstad, Norway	A,B,C,I
Martin Cater, Hucknall	A,B,C,G
Kevin Seeney, Bury St Edmunds	A,C,D,I
Philipp Sokolean, Switzerland	A,B,D,I
Afong Toh, The Netherlands	A,C,H,I
Daniel Lally, Berkshire	A,B,F,G
James Hinton, Knoresborough	A,B,C,D
Michael Walker, Londonderry	A,D,H,I
David Lewis, Birmingham	A,B,D,E,F
Aaron Tuson, Essex	A,C,D,E,F
Simon Webber, Wokingham	A,B,D,E,F
Stephen Rogers, Manchester	A,C,E,F,H
Davy James, Powys	A,B,C,G,H
Pat Shields, Co. Down	A,C,D,E,I
Kevin Seeney, Bury St Edmunds	A,B,C,D,I
Benjamin Khan, Bradford	B,C,D,F,I
Kevin Loughlin, Slough	A,B,C,E,F
Inguar S. Arnor, Iceland	A,D,E,F,I
James Hegarty, Belfast	A,B,F,G,J
Nick Taverner, Suffolk	A,B,C,D,I
Per Nilsson, Sweden	A,B,D,F,I
Panagiotis Bagiokos, Greece	A,B,C,F,I
P. Isaia, Southampton	A,B,C,F,H,I
Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Joshua Takaoka, Newbury	A,B,C,D,G,I







challenge A — Super Mario 64



What you must do: Find all 120 stars.
Proof: Any picture of Mario with that magic 120 in the top right corner.
Helpful Tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of issue 15 should help as well.



challenge B — Diddy Kong Racing





What you must do: Finish the game in mirror mode.
Proof: A picture of the save screen with Adventure Two and 47 balloons clearly on it.
Helpful Tips: Our review in issue 10 was stuffed with them, and our guides in issues 11 and 12 should help too. Oh and don't forget the DGG + with issue 11.



challenge C — Lylat Wars

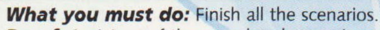
What you must do: Finish the game with 1,500 hits or more.
Proof: A picture of the final hits screen or high score table with 1,500 hits or more.
Helpful Tips: Gentleman Space Adventurer Quarterly, free with issue 8, and the Double Game Guide + on the front of issue 13.



challenge D — GoldenEye 007



What you must do: Finish the game on all three difficulty settings.
Proof: A picture of the 007 mode's level editor.
Helpful Tips: The i-Spy Magazine that came free with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.



challenge E — ISS64



What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful Tips: Tips in issues 4 and 14.

challenge F — Mario Kart 64



What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful Tips: Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.

challenge G — Pilotwings

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6.

challenge H — Turok: Dinosaur Hunter



What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge I — Blast Corps

What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful Tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.

challenge J — Wave Race 64



What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful Tips: Tips in issue 2 and DGG + on the front of issue 14.

challenge K NEW! — Yoshi's Story



What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful Tips: The tips in issue 16 should prove very handy.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate your position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of* **N64** *Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.*
2. *Connect the 'Signal Out' plug on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Achieve your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.*



ENTRY FORM

Hello there,
I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league.
I include proof of my achievements in:

	A Super Mario 64		F Mario Kart 64
	B Diddy Kong Racing		G Pilotwings 64
	C Lylat Wars		H Turok: Dinosaur Hunter
	D GoldenEye 007		I Blast Corps
	E ISS64		J Wave Race 64
			K Yoshi's Story

Please send my badge and certificate to:

Name

....

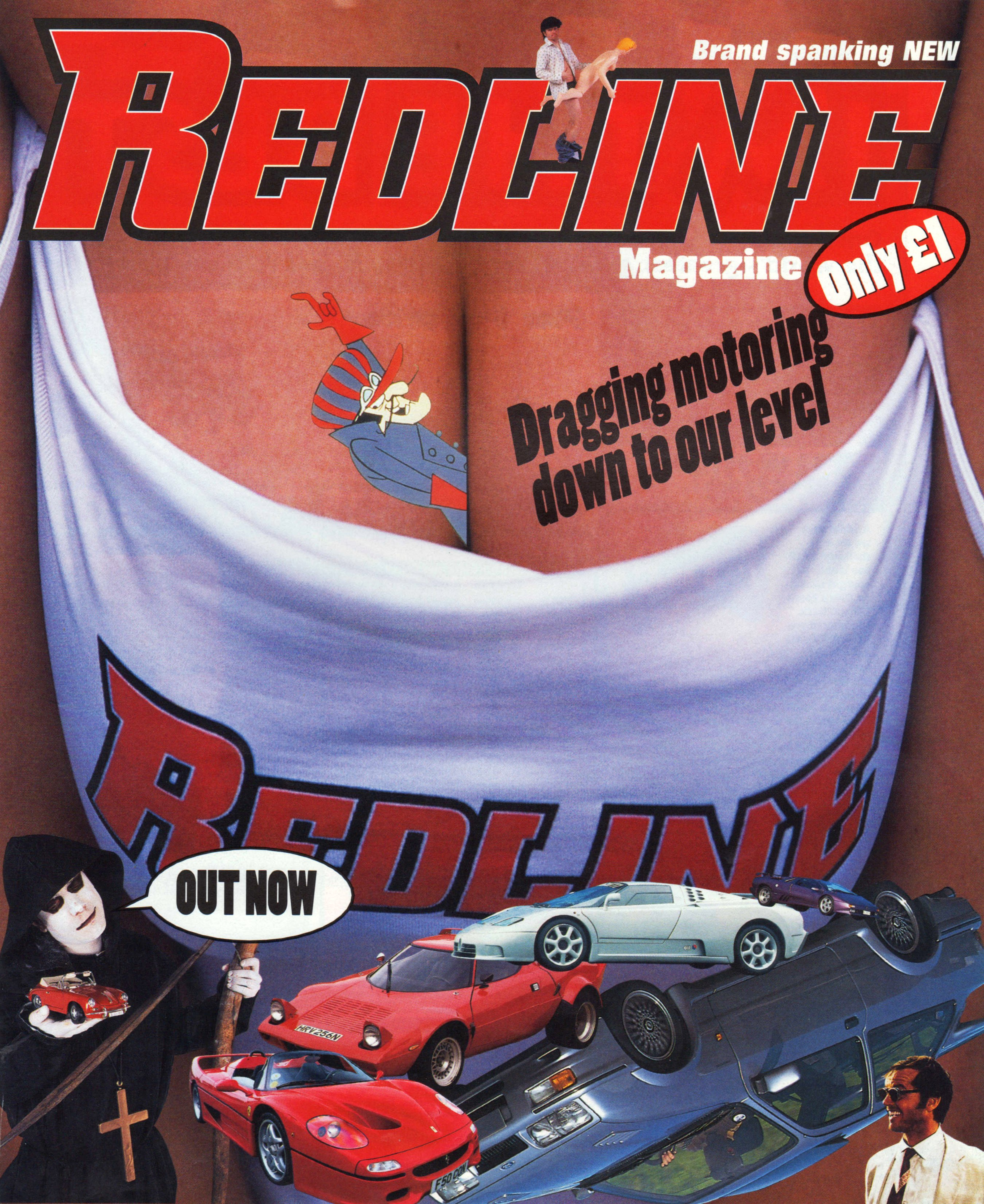
Address

....

....

....

Use a photocopy of this form if you'd rather not cut your copy of ***N64*** *Magazine.*


Brand spanking NEW
REDLINE
Magazine
Only £1
Dragging motoring down to our level
REDLINE
OUT NOW
HRV 256N

I'M THE BEST

Once again we take a look at what new records are being broken by the world's greatest gamers. The question is, are YOU the best?

The postman enters the dimly lit area that is the **N64** office. His muscles ache from the sheer weight of his sack, bulging with I'm the Best entries that he's carried up several flights of stairs. He manages to mutter a few words under his breath before collapsing of exhaustion. "Drat!" says Andrea. "That's the fifth one this week!" "Put him in the cupboard with the others," says Tim. "I'll return them to the post office as soon as I've found the stamps."

Star Performance

We thought our score of 4322 points on the excellent *Snowboard Kids* (Trick game) was relatively high and to an extent it is. So imagine the shock we received when we opened an envelope all the way from Greece, with a video inside which wiped the floor with our efforts. A whopping 9999 points, courtesy of Stelios Giamarelos! Well done Stelios and remember, if anyone out there has achieved something similar that deserves recognition, then send it to us with either a video or a photo.



NEW HIGH SCORE!



WIN A CONTROLLER!

A while back we set a challenge to all you would-be boy/girl racers on *DKR*'s Fossil Canyon track. We wanted you to beat 1'17"00 and we had hundreds of entries. The very fastest time was actually sent in by Adam Charlton, but he won a joypad last month so, to be fair, we're dispatching a MakoPad from Interact (01204 700139) to the owner of the second fastest time, Arthur van Dalen of Holland who managed to shave a whole SEVEN seconds off the target time (nice one).

So, this month's challenge then. You'll need to get practising on *Yoshi's Story* because if you want to win yourself a new MakoPad you'll need to beat 4000 points on level 1-1. Last issue's superb guide should help, and remember the highest score wins.



THIS MONTH'S SCORE TO BEAT
4000 points on level 1-1 of *Yoshi's Story*

SUPER MARIO 64

(PAL)

Foot Race With Koopa the Quick			
1	0'00"0	Confirmed	*R. Gallagher, Southampton*
2	0'02"3	Confirmed	*Simran Bedi, Southall*
3	0'05"7	Confirmed	*Danny Dunn, Lincolnshire*
4	0'05"7	Confirmed	*Andrew Mills, Londonderry*
5	0'08"3	Confirmed	*John McCormick, Fife*
6	0'12"3	Confirmed	*Owain Brimfield, Peel*
7	0'12"7	Confirmed	*Calum O' Hanlon, London*
8	0'13"1	Confirmed	*James Adams, Bury*
9	0'13"1	Confirmed	*Barry Gannon, Caithness*
10	0'16"0	Confirmed	*Richard Savage, Berkshire*
Peach Slide			
1	0'12"7	Confirmed	*Stelios Giamerolos, Greece*
2	0'13"0	Confirmed	*Trev Henderson, Harrogate*
3	0'13"0	Confirmed	*Marc Bennett, Newcastle*
4	0'13"0	Confirmed	*Danny Dunn, Lincolnshire*
5	0'13"1	Confirmed	*Andrew Mills, Londonderry*
6	0'13"1	Confirmed	*Zahir Ishani, Surrey*
7	0'13"2	Confirmed	*Micke Laakso, Finland*
8	0'13"2	Confirmed	*Dave Parsons*
9	0'13"2	Confirmed	*Calum O' Hanlon, London*
10	0'13"3	Confirmed	*Ed Quinn, Manchester*

(AMERICAN/JAPANESE)

Foot Race With Koopa the Quick			
1	0'17"4	Confirmed	*G. Eagleton, Huddersfield*
2	0'17"6	Confirmed	*GK, Darlington*
3	0'18"3	Confirmed	*P. Dimba, Tonbridge*
4	0'19"7	Confirmed	*Nigel Butterfield, Manchester*
5	0'27"5	Confirmed	*Richard Durkin, Newcastle*
Peach Slide			
1	0'13"2	Confirmed	*James Adams, Bury*
2	0'13"3	Confirmed	*P. Dimba, Tonbridge*
3	0'16"0	Confirmed	*Ciaran Haren, Belfast*
4	0'17"0	Confirmed	*Jeremy Lock, Poole*
5	0'17"9	Confirmed	*O. Gunstan, Trowbridge*

WAVE RACE 64

(PAL)

Sunny Beach			
1	1'11"021	Confirmed	*Nicholas Dyer, Surrey*
2	1'14"753	Confirmed	*Thomas McAlinden, Lurgan*
3	1'14"830	Confirmed	*Tatu Luostarinen, Finland*
4	1'14"916	Confirmed	*J. Richardson, Stoke-on-Trent*
5	1'15"149	Confirmed	*G. Gibson, Rickmansworth*
Stunt Mode, Dolphin Park (Any version)			
1	66441	Confirmed	*Yvo van der Smoek, Holland*
2	41630	Confirmed	*Orestis Giamerelos, Greece*
3	41270	Confirmed	*Patrick Laakso, Sweden*
4	41132	Confirmed	*Norman Obaseki, Leeds*
5	40730	Confirmed	*Steven Zwartjes, Holland*
Glacier Coast – Time Trial			
1	1'35"018	Confirmed	*Yvo van der Smoek, Holland*
2	1'37"326	Confirmed	*Stuart Richards, Surrey*
3	1'38"619	Confirmed	*Anssi Ahonen, Finland*
4	1'39"867	Confirmed	*Jonathan Corrin, Cumbria*
5	1'40"105	Confirmed	*Aaron Carroll, W. Yorks*
Glacier Coast – Stunt Mode			
1	65951	Confirmed	*Yvo van der Smoek, Holland*
2	62199	Confirmed	*Aaron Carroll, W. Yorks*
3	61767	Confirmed	*Norman Obeseki, Leeds*
4	60120	Confirmed	*Steven Zwartjes, Holland*
5	55680	Confirmed	*Orestis Giamerelos, Greece*

(AMERICAN/JAPANESE)

Sunny Beach – Time Trial			
1	1'02"694	Confirmed	*Chris Murphy, Manchester*
2	1'03"755	Confirmed	*William Lam, Bristol*
3	1'04"726	Confirmed	*Dilpesh Varsani, London*
4	1'05"478	Confirmed	*GK, Darlington*
5	1'05"68	Confirmed	*Bruce Robertson, Perth*

MARIO KART 64

(PAL)

Luigi Circuit

1	1'33"67	Confirmed	*Graham Francis, Cronleigh*
2	1'39"64	Confirmed	*Richard Dunn, Lincolnshire*
3	1'41"31	Confirmed	*Stephen Ball, Macclesfield*
4	1'41"41	Confirmed	*S. Rogers, Weston-Super-Mare*
5	1'42"31	Confirmed	*J. Carr, Weston-Super-Mare*

Royal Raceway

1	2'08"14	Confirmed	*Steven Zwartjes, Holland*
2	2'08"76	Confirmed	*Rob Pierce, Salisbury*
3	2'08"88	Confirmed	*Jan-Erik Spangberg, Sweden*
4	2'09"29	Confirmed	*Martin Conroy, Leeds*
5	2'09"33	Confirmed	*Danny Dunn, Lincolnshire*

Koopa Troopa Beach

1	1'34"37	Confirmed	*Sam York, Bristol*
2	1'37"01	Confirmed	*Thomas Foster, Derby*
3	1'38"31	Confirmed	*Steve Ridley, Ramsgate*
4	1'38"86	Confirmed	*Stelios Giamarelos, Greece*
5	1'38"94	Confirmed	*Orestis Giamarelos, Greece*

Frappe Snowland

1	00'22"43	Confirmed	*Jon Willetts, Cheshire*
2	00'23"98	Confirmed	*Tim Wiles, Cardiff*
3	00'27"45	Confirmed	*Alan Pierce, Salisbury*
4	00'27"72	Confirmed	*Rob Pierce, Salisbury*
5	00'29"62	Confirmed	*Danny Dunn, Lincolnshire*

Bowser's Castle

1	2'17"71	Confirmed	*Rob Pierce, Salisbury*
2	2'18"57	Confirmed	*Martin Conroy, Leeds*
3	2'18"62	Confirmed	*Gary Peters, Devon*
4	2'18"74	Confirmed	*Steven Zwartjes, Holland*
5	2'18"74	Confirmed	*Richard Dunn, Lincolnshire*

Banshee Boardwalk

1	2'08"77	Confirmed	*Rob Pierce, Salisbury*
2	2'09"19	Confirmed	*Gary Thomson, Bonnyrigg*
3	2'09"56	Confirmed	*Stuart Hayward, Swindon*
4	2'09"81	Confirmed	*Richard Dunn, Lincolnshire*
5	2'10"50	Confirmed	*Orestis Giamerelos, Greece*

(AMERICAN/JAPANESE)

Luigi Circuit

1	1'27"47	Confirmed	*Arthur Van Dalen, Holland*
2	1'27"66	Confirmed	*George Papapetrou, London*
3	1'31"30	Confirmed	*Tatu Luostarinen, Finland*
4	1'40"23	Confirmed	*Marc Duport, Guernsey*
5	1'42"76	Confirmed	*Steven Dyson, Poulton le Fylde*

Mario Circuit

1	0'54"01	Confirmed	*Tatu Luostarinen, Finland*
2	0'54"32	Confirmed	*Andrew Mills, Londonderry*
3	0'54"46	Confirmed	*George Papapetrou, London*
4	0'54"58	Confirmed	*Marc Dupont, Guernsey*
5	0'54"64	Confirmed	*Steven Dyson, Poulton le Fylde*

Royal Raceway

1	1'46"68	Confirmed	*Andrew Mills, Londonderry*
2	1'48"28	Confirmed	*George Papapetrou, London*
3	1'48"73	Confirmed	*Tatu Luostarinen, Finland*
4	1'49"63	Confirmed	*Steven Dyson, Poulton le Fylde*
5	1'50"09	Confirmed	*Arthur Van Dalen, Holland*

STARFOX

ON CORNERIA (ANY VERSION)

1	276	Confirmed	*Phil Hughes, Widnes*
2	275	Confirmed	*Greg Ihnatenko, Cheshire*
3	270	Confirmed	*Jon Davies, Wallingford*
4	265	Confirmed	*Neil Friedman, Whitefield*
5	261	Confirmed	*Kenneth Small, Sunderland*
6	252	Confirmed	*Stuart Richards, Surrey*
7	248	Confirmed	*Max French, Dundee*
8	247	Confirmed	*Demunter Knemy, Belgium*
9	245	Confirmed	*Matthew Kagelidis, Greece*
10	242	Confirmed	*Rob Pierce, Salisbury*

Total Hits

1	2212	Confirmed	*Jon Davies, Wallingford*
2	2120	Confirmed	*Greg Ihnatenko, Cheshire*
3	2091	Confirmed	*Phil Hughes, Widnes*
4	2000	Confirmed	*Jan-Erik Spangberg, Sweden*
5	1984	Confirmed	*Stuart Richards, Surrey*
6	1933	Confirmed	*Rob Pierce, Salisbury*
7	1900	Confirmed	*Demunter Knemy, Belgium*
8	1872	Confirmed	*Tom Wedley, Buckingham*
9	1834	Confirmed	*Sami Somero, Finland*
10	1832	Confirmed	*S. P. Richards, Dorking*

DIDDY KONG RACING

(PAL)

Ancient Lake

1	0'41"46	Confirmed	*Stelios Giamarelos, Greece*
2	0'42"03	Confirmed	*Orestis Giamarelos, Greece*
3	0'42"60	Confirmed	*Adam Charlton, Huntingdon*
4	0'44"51	Confirmed	*Chris Cooke, Reading*
5	0'44"75	Confirmed	*Nicholas Protopapas, London*

Fossil Canyon

1	1'09"61	Confirmed	*Adam Charlton, Huntingdon*
2	1'10"00	Confirmed	*Arthur Van Dalen, Holland*
3	1'11"89	Confirmed	*Stelios Giamarelos, Greece*
4	1'11"90	Confirmed	*Orestis Giamarelos, Greece*
5	1'13"13	Confirmed	*James Corloran, Suffolk*

Hot Top Volcano

1	1'00"81	Confirmed	*Stelios Giamarelos, Greece*
2	1'02"95	Confirmed	*Orestis Giamarelos, Greece*
3	1'16"25	Confirmed	*Remy Kamermans, Holland*
4	1'16"41	Confirmed	*Martin Perry, York*
5	1'17"11	Confirmed	*Morben Tronstad, Norway*

Jungle Falls

1	0'45"46	Confirmed	*Stelios Giamarelos, Greece*
2	0'45"95	Confirmed	*Orestis Giamarelos, Greece*
3	0'45"66	Confirmed	*Arthur Van Dalen, Holland*
4	0'46"35	Confirmed	*Ciaran McDermott, Ireland*
5	0'47"11	Confirmed	*Adam Charlton, Huntingdon*

Walrus Cove

1	1'37"10	Confirmed	*Ciaran McDermott, Ireland*
2	1'41"57	Confirmed	*Stelios Giamarelos, Greece*
3	1'41"71	Confirmed	*Daniel Carlsson, Sweden*
4	1'41"81	Confirmed	*Richard Dunn, Lincolnshire*
5	1'43"33	Confirmed	*Arthur Van Dalen, Holland*

Crescent Island

1	1'12"35	Confirmed	*Stelios Giamarelos, Greece*
2	1'14"08	Confirmed	*Orestis Giamarelos, Greece*
3	1'14"26	Confirmed	*Ciaran McDermott, Ireland*
4	1'15"56	Confirmed	*Arthur Van Dalen, Holland*
5	1'17"63	Confirmed	*Richard Dunn, Lincolnshire*

Windmill Plains

1	1'33"67	Confirmed	*Stelios Giamarelos, Greece*
2	1'35"61	Confirmed	*Orestis Giamarelos, Greece*
3	1'42"15	Confirmed	*Ciaran McDermott, Ireland*
4	1'46"23	Confirmed	*Reuben Crew, Anglesey*
5	1'47"13	Confirmed	*Arthur Van Dalen, Holland*

Darkmoon Caverns

1	1'49"75	Confirmed	*Adam Charlton, Huntingdon*
2	1'52"21	Confirmed	*Daniel Carlsson, Sweden*
3	1'54"03	Confirmed	*Richard Dunn, Lincolnshire*
4	1'54"40	Confirmed	*Neil Friedman, Whitefield*
5	1'54"53	Confirmed	*Ciaran McDermott, Ireland*



SNOWBOARD KIDS

(PAL)

Stunt Game			
1	9999	Confirmed	*Stelios Giamarelos, Greece*
2	9040	Confirmed	*Ed Higgins, Essex*
3	7684	Confirmed	*Matt Peck, East Sussex*
4	6400	Confirmed	*Rob Davies, Swansea*
5	5520	Confirmed	*Robert Gallagher, S'hampton*
6	4682	Confirmed	*Orestis Giamarelos, Greece*
7	4680	Confirmed	*Percy Underwood, Middlesex*
8	4560	Confirmed	*Joe Hamilton, Irvine*
9	4560	Confirmed	*Steve Ridley, Kent*
10	4560	Confirmed	*Ben Cook, W. Sussex*
11	4460	Confirmed	*Robin Swabey, London*

Rookie Mountain			
1	00'27"06	Confirmed	*Orestis Giamarelos, Greece*
2	00'30"53	Confirmed	*Graeme Robb, Scotland*
3	00'30"70	Confirmed	*Jon Black, Bristol*
4	00'30"80	Confirmed	*Robert Gallagher, S'hampton*
5	00'31"33	Confirmed	*Matt Peck, East Sussex*

Big Snowman			
1	02'00"96	Confirmed	*Jon Black, Bristol*
2	02'02"10	Confirmed	*Robert Gallagher, S'hampton*
3	02'02"43	Confirmed	*Matt Peck, East Sussex*
4	02'02"70	Confirmed	*Graeme Robb, Scotland*

Sunset Rock			
1	01'36"50	Confirmed	*Orestis Giamarelos, Greece*
2	01'36"90	Confirmed	*Stelios Giamarelos, Greece*
3	01'56"13	Confirmed	*Jon Black, Bristol*
4	01'57"20	Confirmed	*Robert Gallagher, S'hampton*
5	01'57"23	Confirmed	*Graeme Robb, Scotland*

Night Highway			
1	1'32"26	Confirmed	*Graeme Robb, Scotland*
2	1'36"83	Confirmed	*Jon Black, Bristol*
3	1'40"56	Confirmed	*Robert Gallagher, S'hampton*

Grass Valley			
1	1'47"13	Confirmed	*Robert Gallagher, S'hampton*
2	1'47"60	Confirmed	*Graeme Robb, Scotland*
3	1'50"36	Confirmed	*Jon Black, Bristol*

Dizzy Land			
1	1'37"06	Confirmed	*Graeme Robb, Scotland*
2	1'38"30	Confirmed	*Orestis Giamarelos, Greece*
3	1'38"50	Confirmed	*Stelios Giamarelos, Greece*
4	1'40"76	Confirmed	*Jon Black, Bristol*
5	1'45"16	Confirmed	*Matt Peck, East Sussex*

Quicksand			
1	1'36"56	Confirmed	*Graeme Robb, Scotland*
2	1'43"83	Confirmed	*Robert Gallagher, S'hampton*
3	1'46"03	Confirmed	*Jon Black, Bristol*

Silver Mountain			
1	1'46"40	Confirmed	*Orestis Giamarelos, Greece*
2	1'46"76	Confirmed	*Stelios Giamarelos, Greece*
3	1'46"90	Confirmed	*Graeme Robb, Scotland*
4	1'47"90	Confirmed	*Jon Black, Bristol*
5	1'51"30	Confirmed	*Robert Gallagher, S'hampton*

Ninja Land			
1	00'24"46	Confirmed	*Robert Gallagher, S'hampton*
2	00'24"60	Confirmed	*Graeme Robb, Scotland*
3	00'24"63	Confirmed	*Jon Black, Bristol*
4	00'27"83	Confirmed	*Matt Peck, East Sussex*

Star Performance

To celebrate the extended special that is I'm the Best this month, we've decided to reward two people for extra impressive performances. We couldn't help but marvel at the fortitude of Stuart Richards from Dorking in Surrey. *Fighters Destiny* is incredibly hard but he's finished the game and been rewarded with all the secret characters (including the Joker!). He's also sent us some pretty impressive scores:

Rodeo in 5'57"76
Fastest: 36"96
Survival: 105 wins
Quickest Takedown: 1"359

If you can beat any of those then let us know.



TOP GEAR RALLY

(PAL)

Coastline			
1	3'21"90	Confirmed	*Simon Madsen, Denmark*
2	3'30"78	Confirmed	*James Walton, Richmond*
3	3'38"70	Confirmed	*Reuben Crew, Anglesey*
4	3'38"94	Confirmed	*Danny Rigby, Colwyn Bay*
5	3'41"02	Confirmed	*David Rigby, Colwyn Bay*
6	3'41"58	Confirmed	*Jimmi Aarela, Finland*
7	3'41"98	Confirmed	*Nicholas Cade-Westcombe, Milton Keynes*
8	3'48"93	Confirmed	*Philipp sokolean, Switzerland*
9	3'49"06	Confirmed	*Christopher Dunn, Boston*
10	3'50"10	Confirmed	*Richard Dunn, Lincolnshire*
11	3'52"30	Confirmed	*John McSweeney, Dublin*

How to enter

WANTED! YOSHI'S STORY TIMES

It looks like you all love *Snowboard Kids* as much as we do. Keep those times coming in and remember to mark your envelope if you want your entry to be considered as a Star Performance. Next game to be included in I'm the Best is *Yoshi's Story*, so if you want to be up there with the top melon eaters then you'd better get practising.

Remember, you'll still need to send a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to:
I'm the Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW
If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them. And remember, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

N64

N64 MAGAZINE

SHOPPER

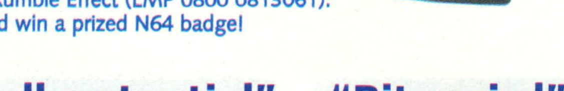




Swan Lake? On a football pitch? In an N64 game? Ummm. We might not agree but we still want your views.

Club 64, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW Fax: 01225 732275,
e-mail: n64@futurenet.co.uk

Each month, the N64 Star Letter wins a super Gamester LX4 Steering Wheel with Rumble Effect (LMP 0800 0813061). All other letters printed win a prized N64 badge!



N64 STAR LETTER

"Swan Lake"

Football is treated as a far too serious pastime in this country, so I think the programmers of *ISS '98* should lighten things up a bit when it comes to goal celebrations. Here're a few to get them started: 1) The team line up and do the hand motions to YMCA; 2) The scorer jumps on the crossbar and performs a few 360° turns; 3) The team perform a quick rendition of Swan Lake, or Riverdance; 4) The scorer runs along, arms outstretched and eventually takes off, circling the pitch slowly hang-glider-style (à la *Pilotwings*); 5) The scorer performs a classic three-punch-to-round-house combo on one of the opposition; 6) The scorer pulls up his shirt to reveal a pink lacy bra.
Gary Ransley-Miller, Dover

Ooookay, then. Some interesting thoughts, there. Though, Konami would never let a pink lacy bra get through their quality control, would they? Would they? Or, WOULD THEY? **Ed**

Correction corner

Fifteen lashes from the cat o' nine tails coming up...

You've made a mistake! In issue 14, page 90, you said that five people had achieved bronze certificates in Skill Club 64. But, the table below clearly showed that six people had done it. You have now spoilt the reading pleasure of thousands of people. What have you to say? Don't try and get smart like you sometimes do. It won't work.
Chris Partridge, East Sussex

Andrea says: "My fault entirely. Overlooked it, when I shouldn't have. It's a glaring error and I spotted it the moment I looked in the issue. Sorry... Right, what's his address?" **Ed**

In your *Mission: Impossible* issue, you said you had over 100 screenshots of the game. You actually only had 100. How do you explain that?
Leon Cole, Ipswich

You're wrong, actually. We had 101 and the last is on the back cover of the issue in the bottom bar. How do you explain that? **Ed**

In issue 15, in your Tokyshow! article on the Tokyo Games Show, you said in the caption in the bottom right that the picture was of a game called *Top Skater*. But, it's not. It's of a game called *Air Boarder*. I've just been sent it on import.
Dan Collins, Wealdstone

Yes, sorry. A bit of confusion, there. Top Skater, we were meant to say, is a bit like Air Boarder. Still, no one's going to buy it. Oh, you already have. **Ed**

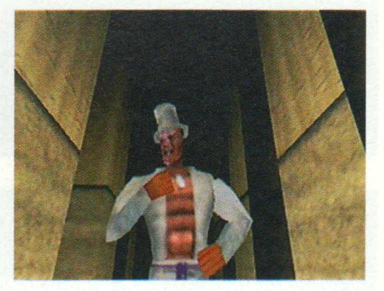
"Full potential"

I have been a devoted Nintendo fan for a long, long time, but I am concerned about the lack of quality developers. Without Capcom, Square and Namco, the N64 may never reach its full potential. The machine itself is obviously leagues ahead of the PlayStation but so few developers are making full use of it. Also, where are all the RPGs? One of the main reasons I got a Nintendo 64 in the first place was because of the incredible RPGs that were released on the SNES. Currently, we have yet to see one. What do you think?
Jack Perrett, e-mail

Some valid points, there. Of course, **N64** *can only speculate as to why some developers have yet to commit to Nintendo's machine. The cost of developing for cartridge? Doubtful. The difficulty of mastering the N64? Possibly. The fact that they're doing so well on the 32-bit machines? Perhaps this is most likely. However, it's worth remembering that Namco have already talked seriously about N64 projects and look certain to enter the fray sooner rather than later, and Capcom are deep into development on an N64 game for the autumn. Additionally, and despite what you say, the N64 now has some of the world's most talented development houses on board – Rare, Psygnosis, Iguana, DMA, Core, id, Lobotomy, Konami – and each have some exciting titles on the go. And RPG-wise, you'll have two corkers by the end of the year: Zelda and Holy Magic Century.* **Ed**

"Bit weird"

I was busy bombarding Baron Samedi with rockets and grenades (using the All Weapons cheat) in *GoldenEye* when I realised it was taking a bit *too* long. So, I stopped firing and, when the smoke cleared, he was just standing there, not moving at all. He appeared to be frozen but all the guards around him were still firing at me. I paused the game, ready to connect up my video (to show you



the evidence), but the game did that annoying thing where, just as you're pausing the game, you can still take hits and so, when I unpaused the game, I died. I tried to get him to freeze again, but he wouldn't. It's a bit weird, isn't it?
John Davies, Newcastle

To try and clear things up a bit, we gave Rare a call and they had this to say: "We currently cannot comment on anything. At all." Er, so there we are. **Ed**

"Tally chart"

I was playing on *GoldenEye* the other day and I thought I'd have a go on Military Archives with an Invincibility cheat on. I also made a tally chart of how many different faces I saw on that level. Overall, I actually saw five different kinds of faces and 97 faces all together. 46 of them were that man with the scar down the left side of his face.
Alex Thomas, Portsmouth

Yes. Facial variety isn't one of the Archives' strengths. Having said that, the aforementioned Scarface is notably more scary than that bloke in the Archives level with the blond hair who's ALWAYS smiling. Even when he's being shot. Freak. **Ed**

"Eight months"

In your review of *1080° Snowboarding* you said that there was an English translation within the game. Why don't all Japanese games companies do this so, if you've bought a game on import, it's easily understandable? Also, if Nintendo



have already translated the game why is the release date still so far away? Surely it doesn't take eight months to convert it to PAL.
Dave Jones, Taunton

The delay of 1080° has been a consistent source of woe for many **N64** *readers this month. Sadly, translating a game into English and translating a game into PAL isn't the same thing and, as always, Japanese and American developers are a good deal slower in their NTSC-to-PAL conversions than British companies like Rare. However, it only takes around two months to convert a game from PAL to NTSC, so 1080°'s delay must be down to THE Games not wanting to release a winter sports game in early summer. Oh, and they're changing all the Tommy Hilfiger gear to the Diesel brand name for some unknown reason. Odd. As for other Japanese developers including English options well, don't hold your breath. Japanese games, after all, are made in Japanese for the Japanese market. At least at first, anyway.* **Ed**

"Big headed"

What is that big headed, smart-assed kid's name? The one from Tonbridge Wells back in issues 7 and 14 *(Surely you don't mean David Proctor, do you? – Ed)*. Well, anyway, if he thinks he's smart, how many

GO! GO!



Fact box

Your frequently-asked questions answered in an equally frequent manner to last month. This time carts vs CDs.

Q. So, why did Nintendo choose carts at a time when CDs were more in vogue?

A. Well, Nintendo have a history of preferring cart-based games but, more probably, it was in an effort to cut down on tiresome loading times, the bane of all CD games. Also, carts – particularly with Nintendo's much-fangled security chip – cut down on piracy and bootlegging, something that has affected CDs ever since they came into being. On top of that, CDs also happen to scratch easily (and when you're paying £40 for a new game, that's not something you're going to be happy about), there's battery back-up on carts allowing you to save *into* the game rather than onto a potentially unreliable Memory Pack, and the CD drive in the PlayStation has always been a bit temperamental. Crashes, unsurprisingly, are not ideal.

Q. Wow. Carts are the way to go, then?

A. Not at all. Equally, CDs have plenty of advantages. Whilst the space on carts is limited to the amount of ROM chips inside them (ROM chips being more expensive than a night out at The Ritz), CDs have around 600 Megabytes. Compare this to *Zelda*, the N64's biggest game yet, which only has 32 Megabytes and you'll rightly marvel at the potential.

Q. So, PlayStation games are a lot bigger than N64 games?

A. Surprisingly, no. Most PlayStation developers only use about 20% of the space on CDs for the actual game. The rest is filled up with mind-numbing FMV, or pre-rendered intros. Just look at the PlayStation's *Croc*. It's about a tenth the size of *Mario 64* in game terms. The stuff that takes up most space is generally the more cosmetic elements.

Q. What about cost?

A. CDs are a lot cheaper, costing about 30p per disc to manufacture. Carts, on the other hand, cost a couple of pounds each. This is why N64 games are more expensive than the PlayStation's and also why many developers have yet to commit themselves to the N64. The cost of failure on the PlayStation is a lot less damaging than the cost of failure on the N64.

Q. So, come on then, which is *really* best? Carts or CDs?

A. Both have their advantages and disadvantages and both formats have managed to produce some exceptional games. **N64** prefers the ease of use of carts and the stability of the hardware (PlayStation drives tend to get unreliable with wear and tear) but, plainly, we're an N64 mag, so we would say that, wouldn't we?

DREAM ON

And then we all woke up and our coffee was cold...

James Bond RPG
The aim of the game is to become the best agent in MI6. You start off in London and have to get to MI6, then meet M, then get all your new kit from Q's lab. Once done, you select a mission and make your way there, learning new skills like martial arts and lock-picking. An interesting feature would be that, at the start of a mission, you get given money and *you* have to decide how to spend it. You can use it wisely or you can spend it in casinos and fritter it away. Or you can spend it on girls, or Vodka Martinis. You also get to drive round the mission locations in a Q branch Aston Martin. In the action scenes you can move between first and third-person and you can have fist fights or gun fights. When you come to talk to someone a menu bar of conversation choices comes up. There would be some real speech too. You wouldn't have to always kill people, either. You might have to even take them hostage and interrogate them using an RPG's talking elements.
James Crawford and Daniel Gillot, Blackpool

A Bond RPG? What a fantastic idea! You could also meet up with old enemies like Blofeld and Jaws and choose between different versions of Bond – Connery, Moore, Brosnan – each of which behaves uniquely. Perhaps Rodge would like his one-liners a bit more. Mmm? **Ed**

Animal World 64
The idea of the game is to pick one of over 50 animals (and about 10 secret ones including a yeti and an alien) and then choose one of six city areas. Inside the city there are sub-sections like farms, housing estates, beaches, parks, cars and people and, as your selected animal, you have to interact with the environment. So, as a dog, you have to avoid cars and the pound, chase cats, find litter bins and return home to eat. Each animal has its own characteristics and, basically, *Animal World 64* is about surviving in an intelligent, real 3D world.

There'd also be random dangers such as snow, dangerous streets and earthquakes and an animal creator which would allow you to customise colourings. Habits would be picked up as you progress – rather like an RPG, where you learn new skills. This would be a dream game.
Jason Cuddy, Stirling

Interestingly odd. It sounds a bit like the sort of thing that Nintendo are planning for the 64DD. Would it be entertaining enough, though? Dogs wandering streets, birds sitting on telephone wires? Need a bit of blood and guts in there. No, only joking. Although... **Ed**

BONUS LETTERS

Tell Shigs to do something with his hair. It looks like a wig.
Matt Kowalski, Walsall

Shhh. You'll be struck down by lightning. **Ed**

What are the chances of printing this cheat for *Space Invaders* on the Atari 2600?
Colin Billington, Wirral

Not enormously high. **Ed**

P.S. Feel free to edit this letter and make it better than it really is.
David Wardle, Cheshire

Okay. **Ed**

I turned round and broke his nose. We're still friends, though.
Nicholas Price, Tyne and Wear

We tried the same thing on Wil. It didn't work. **Ed**

In *Blast Corps*, Amber is always saying: "You're just trying to undress me." I find the tension quite unbearable.
Adam Taylor, Leicester

So do we. **Ed**

Why do I always feel sick when I play *Turok*?
Thomas Ross, Scotland

Because you know you should have got GoldenEye instead. **Ed**

What the hell happened to your photo on the ed's page? I had to check it wasn't Playgirl magazine.
Loki, e-mail

I have to be photographed like that so I don't frighten people. **Ed**

I am a slow typer.
James Newman & Tony Carter, Essex

M... e... t... o... o... **Ed**

Then she moved to Germany.
Davy James, Wales

I find that hard to believe. **Ed**

I think *FIFA '98* is better than *ISS64*.
Ross McConnell, Truro

I find this even harder. **Ed**

I am fat and dumplings taste nice!
Tom Richardson, Addingham

Perhaps we'll leave it there. **Ed**

languages can he speak? Because if he wants to mess with me he'll have to catch up on my French and my home language Portuguese as well as my oh-so-fine English – which I learnt in only two years! Did I forget to mention Spanish? If I ever see him in the streets of London, I'll smack him in the face.
Rony Costa, Middlesex

Nicely put. **Ed**

"Overpass"

I like your mag, but I've got a problem with *Diddy Kong Racing*. This game was so awful I could smell it coming. I still can't wash off the eternal stench! Quite frankly I'm ashamed that you don't feel the same way and I'll immediately overpass (*Overpass?* – Ed) the thought that you were favourable to a UK developed game. The one-player game is just as bad as the multiplayer game and I don't like to play racing games on my own. Still, the mag's great.
Mike Ridley, Belfast

Er, thanks. Bit harsh, though, isn't it? Diddy Kong Racing *is an excellent game, not without its faults certainly, but great nonetheless. Favourable to a UK game? We take offence at that, particularly Martin, who is staring VERY HARD INDEED at the address at the top of your letter. Oh, and surely you should have known you wouldn't like* DKR*: we said the multiplayer game was disappointing and you yourself admit that you don't like one-player racing games.* **Ed**

"Kent"

While I was in Kent for the day I came across this – (see photo) Mario Gents Hairdresser. Fortunately, my Dad brought the camera. Also, further down the block was Luigi's!
William Shutes, Norwich

Seems like a fine place to get your hair cut. I might even... No, no, I can't. **Ed**

So tell me this

Will there ever be a lightgun on the N64?
Bart Lauwers, Belgium

At last year's ECTS show in London, Interact showed us the design plans for an N64 lightgun. We've still to hear anything on how production is going, but we'd imagine they'd wait until a Time Crisis-style game appears. However, we'd personally like to see an invention like the Dream Gun in Invention Corner this month. Perhaps that's why they've been so quiet.

1. Is *Mega Man* coming out on the N64?
2. What about *Street Fighter*?
3. What is the 'Bond Engine Game' in your Ultra Release List?
4. Will *Duck Hunt* ever be released for the N64?
Mercier Peter, London

1 & 2. Capcom have recently signed up to produce N64 games. We take a closer look at their plans in our E3 show report, live from Georgia. Take a look at pages 46-49 for further details.
3. The sequel to GoldenEye. Well kind of. It's got no Bond in it, it's now called Perfect Dark and it uses the same graphics engine as GoldenEye. See page 42 for more details.
4. Um, no. Although we'd like to see a lightgun game of some sort.

1. When will *V-Rally 64* arrive?
2. On *Mission: Impossible*, is there a set time limit for each mission?
3. How similar are *Mission* and *GoldenEye*, really?
Gary Davidson, Inverness

1. Just prior to Christmas.
2. Most missions are time limited. It's not really that there's a timer counting down, it's just that bad things will happen if you don't act quickly enough.
3. They're not really that similar. They're both spy sims but Mission could've been quite a lot more similar than it is, had Infogrames possessed less imagination.

1. Will *Quake 2* be coming to the N64?
2. How likely is an N64 conversion of *Dead or Alive*?
3. When's *Mortal Kombat 4* being released?
Adam Hockham, Hertfordshire

1. Yes. It's being converted at this very moment. Activision will be releasing it.
2. Unlikely, we would have thought.
3. This summer. Don't get too excited, though. The PlayStation version's awful.

1. Does *ISS '98* have an official licence, because it has official hoardings around the pitch?
2. Will the 64DD improve

INVENTION CORNER

Can't get better than a quick kit fitter...

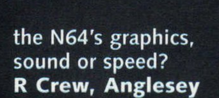
The Dream Gun

Catering for all first-person shooters, **Jon Black from Yate**'s Dream Gun is a cunning combination of lightgun and N64 joypad. Priced at £34.99 ("just £5 more than a normal N64 pad!") the Dream Gun appears to have a fairly run-of-the-mill main body. But wait! Grab it by the handle and you'll notice that you can actually control your character on-screen with a handily-placed analogue pad. Equally the A and B buttons are placed next to it and the Z-Trigger doubles up as the actual trigger for the gun. The advantage? Well, normal lightguns require games like *Time Crisis* to work, where the computer moves your character around for you. However, The Dream Gun not only allows you to pop off on-screen villains with a lightgun – *like Time Crisis* – but also gives you the opportunity to move yourself around too. Just imagine what *GoldenEye* would be like. Nintendo take note.

Classy Glasses

"My larger-than-normal brain has created an invention for use with two-to-four-player games", says the unusually monikered, **Cem** ("pronounced 'Gem'") **Surer from Surrey**. At £12.99 each, the Classy Glasses are basically a way of ensuring four-way deathmatches/races *still* have that element of surprise, ie, no one can see each other's quarter. The technicalities of the Classy Glasses are, well, less than clear – "games would be specially programmed to emit special light for each player" – but the invention basically works as follows: each player slips on a pair of glasses which only gives a view of *your* quarter of the screen. The point? Plainly that death-matches in *GoldenEye* will appear more like a networked game, meaning you can't cheat by looking at the other parts of the screen.

Do you have a larger than normal brain? Then send anything it's produced to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Any we print net N64 Magazine badges for their creators.



the N64's graphics, sound or speed?
R Crew, Anglesey

1. The game doesn't have an official licence in Europe or America – it does in Japan – so we wondered the same. Apparently, for hoardings, you only need to get the permission of the company that's being advertised.
2. Only in the sense that it gives the machine more data to work with.

1. In your Ultra Release List it says there are two *Top Gear Rally* games. What are the differences between the two?
2. Is *Ghouls and Ghosts 64 ever* going to come out?
3. What's *Tennis* from Ubi Soft?
Daniel McDonough, Northern Ireland

1. One of them is being developed for the 64DD whilst the other is a sort of gap-filler between Top Gear Rally and its 64DD sequel. The in-betweener is being developed for cart.
2. Another Capcom question, but a different answer. Way back when the first N64 games were appearing, one of N64's colleagues went to visit Capcom in Japan. Inside, they were running Ghouls and Ghosts on the N64. It was early – so early there was hardly any game there – but Capcom suggested it would happen at some point. We'll just have to wait and see.
3. The provisionally titled Tennis is an N64 version of Tennis Arena on the PlayStation.

Is *Championship Manager* planned for the N64?
James Garrity, Liverpool

No, unfortunately not. Premier Manager would be a more likely outside bet.

The N64 MAGAZINE BOARD

Go on, be artistic!

Jason Harper from Norfolk loved Super Play. Apparently.

Just an average day in the N64 office. Thanks to David Rabbitt from Devon.

Lovely Link sent to us by David Meckanivk from Edinburgh.

A whole host of colourful Nintendo characters. Congratulations to William Shutes from Norwich.

Louis Hood from Hornchurch sent us this fab pic of Linda with her snowboard.

"The name's Yoshi, Dragon Yoshi." Thanks to Robin Gissing from Sheffield.

Cheers Nader Kohbodi from Wales.

SUBSCRIBE TO N64 MAGAZINE

AND GET 2 FREE ISSUES PLUS FREE DELIVERY!

● SAVE CASH!

Subscribe and you get 14 issues for the price of 12 – a saving of almost £6. Plus, pay by Direct Debit and save another £6 – that's 4 free issues!

● Delivered FREE to your door!

We don't charge a penny for delivery of your magazine if you live in the UK. Overseas delivery is charged at cost.

● Double Game Guide +

FREE tips book, packed with useful hints and cheats on two top games, delivered with every issue.

Call the subs hotline on
01458 271124*

Fax the order form on
01225 822523*

E-mail: subs@futurenet.co.uk*

*Please quote reference No. N64P90 when telephoning or e-mailing your order.

Standard Subscription (12 issues) rates: UK Direct Debit £29 UK Cheque/Credit Card £35.40
Europe (inc. Eire) £43.40 Rest of the World £53.40

Back Issues

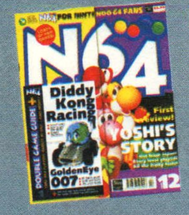


So you spent all your money on tickets to the World Cup eh? Never mind, when you return, victorious, it'll be a new month and you'll be able to order a back issue of **N64** Magazine. There's no need whatsoever to miss out.



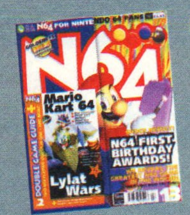
ISSUE 11
The Space World Edition

Roving reporter, James Ashton, jetted out to Japan for Nintendo's Space World '97 show and returned full to the brim with news of imminent games and shaking with excitement after playing *Yoshi's Story*, *Zelda* and *F-Zero X*. ● This issue also comes with a free Nintendo 64 Companion packed with all you need to know about the N64.



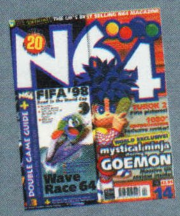
ISSUE 12
The Yoshi's Story Edition

Yoshi's Story finally arrived in Japan and **N64** Magazine was first with a review. 10 other games, including the massive *WCW vs NWO*, also got a thorough going over in this jam-packed issue. ● Issue 12 also came with the first of our Double Game Guide + tips' books – featuring *Diddy Kong Racing* and *GoldenEye 007*.



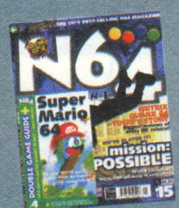
ISSUE 13
The First Birthday Edition

The N64 celebrated its first birthday and **N64** Magazine was there to pull the party poppers. Discover which game team members voted as their favourite, vote for your top game and take part in a competition to find the best GoldenEye players in the country. ● Issue 13's Double Game Guide + concentrated on *Lylat Wars* and *Mario Kart 64*.



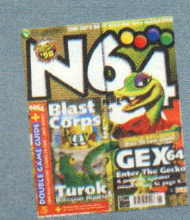
ISSUE 14
The Goemon Edition

N64 Magazine had the exclusive on the N64's first English RPG and we went all wintry with reviews of *Snowboard Kids* and *1080°*. We also had a cracking *Fighters Destiny* guide and plenty of tips on hammering level 5 in *ISS64*. ● The Double Game Guide + showed you how to conquer *FIFA '98* and *Wave Race 64*.



ISSUE 15
The Mission Edition

We were the first magazine in the world to play it and in this issue we tell you exactly what we found. Plus huge reviews of *Quake 64*, *Yoshi's Story* and *Wetrix* and over 20 pages of tips on *Snowboard Kids*, *Mystical Ninja*, *GoldenEye* and other top games. ● Issue 15's Double Game Guide + held all the secrets to *Super Mario 64*.



ISSUE 16
The Gex Edition

We take a look at *Gex: Enter the Gecko* and all the other adventure games due to make an appearance on the N64. There're reviews of *World Cup '98*, *Forsaken* and *Rampage* plus tips for *Yoshi's Story*, *Mystical Ninja* and *Quake*. ● Issue 16's Double Game Guide + tipped *Blast Corps* and *Turok: Dinosaur Hunter*.

Back issues (subject to availability) are available for the bargain price of £3.50 by filling in the back issues section of the coupon opposite, by phone on (01458) 271124, or by e-mail at subs@futurenet.co.uk

N64 SUBSCRIPTION ORDER

Personal details

Title ________ Initials ________ Surname ________________

Address ________________________________

____

Postcode ________________________ Country ________________

Daytime telephone no ________________________________

Your subscription will start with the next available issue. European subscribers, quote your EC VAT reg no ________________

Please start/extend my subscription at the rate ticked below

- By Direct Debit • 14 issues for the price of 12 ☐ UK only £29 (Fill out the coupon to the right)
- By cheque or credit card • 14 issues for the price of 12
  ☐ UK £35.40 ☐ Europe (inc Eire) £43.40* ☐ Rest of world £53.40*

*Overseas prices quoted are for airmail only

UK readers return this coupon by freepost to: **N64 Magazine, Subscriptions, Future Publishing Ltd, Freepost BS4900, Somerton, Somerset TA11 6BR**

Overseas readers return (postage payable) to: **N64 Magazine, Subscriptions, Future Publishing Ltd, Cary Court, Somerton, Somerset, UK TA11 6TB**

Please choose your method of payment

1. ☐ **Direct Debit.** The full amount of your subscription will be deducted in advance and in one lump sum Direct Debit instructions cannot be sent via e-mail, fax or photocopy.)
2. ☐ **Cheque** (payable to Future Publishing Ltd. Sterling cheques drawn on a UK account.)
3. ☐ **Visa** ☐ **Mastercard** Expires ________________

Card no ________________________________

Signature ________________ Date ________________

BACK ISSUES ORDER HERE: (Please enclose a separate payment for back issues)

Please can I have issue(s): ________________ as shown on the page above

Total amount enclosed ________________ Overseas orders: Europe add £1 and ROW add £2 for delivery

☐ Please tick this box if you would prefer not to receive information on other offers

N64P90

Instruction to your Bank or Building Society to pay Direct Debits.

Future Publishing — DIRECT Debit

Future Publishing Ltd.
Cary Court, Somerton.
Somerset. TA11 6BR

Originator's Identification Number

9	3	0	7	6	3

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

________________ Bank/Building Society

Address ________________________________

________________ Postcode ________________

2. Name(s) of account holder(s) ________________

3. Branch sort code (from the top right hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) ________________ Date ________________

Ref No (Office use only) ________________

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

The Direct Debit Guarantee (copy/retain for reference)

- This Guarantee is offered by all Banks and Building Societies that take part in the Direct Debit Scheme. The efficiency and security of the Scheme is monitored and protected by your own Bank or Building Society.
- We will debit your account with the full amount as soon as your instruction has been processed. Thereafter we will debit your account at the time of renewal.
- If the amounts to be paid or the payment dates change, Future Publishing will notify you of this in advance by at least 14 days as agreed.
- If an error is made by Future Publishing or your Bank/Building Society, you are guaranteed a full and immediate refund from your branch of the amount paid.
- You can cancel a Direct Debit at any time, by writing to your Bank or Building Society. Please also send a copy of your letter to us.

Full amount will be deducted in advance and in one lump sum.

N64 MAGAZINE DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

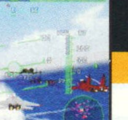
- The game's name
- Its publisher
- A summary of our review
- The best tip or cheat, and any issues that we've done guides
- How much it costs
- The issue we reviewed it in
- Score
- The reviewer's initials (see next door)

DEJA VU 64 DEJA VU 64

ProSoft | *£2.95* | N64 9 ● 33% ● AL

The game here is to repeat things to save effort. Printed it once before? Then print it again. Who cares? You clearly don't.

The real trick is to plainly not give a damn. If, at the same time, you can copy everyone else's ideas, get everything wrong and still be extremely arrogant, you'll soon be a Deja Vu master.



N64 reviewers

JA =	James Ashton	JB =	Jes Bickham
JD =	Jonathan Davies	TT =	Tim Tucker
MH =	Marcus Hawkins	ME =	Max Everingham
TW =	Tim Weaver	DM =	Dean Mortlock
WO =	Wil Overton	JP =	James Price
ZN =	Zy Nicholson	SJ =	Steve Jarrat
JS =	Jon Smith	MK =	Martin Kitts
JN =	Jonathan Nash		

UK Games DIRECTORY

Aero Fighters Assault

Konami | *£50* | N64 16 ● 58% ● MK

Good in spells, but flawed and disappointing at length, *AFA* feels realistic enough but is too dull, too often.

To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

Automobili Lamborghini

Titus | *£50* | N64 10 ● 67% ● TW

It's not that it's actually bad, just only really competent. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side-to-side.



Blast Corps

Nintendo/Rare | *£50* | N64 5 ● 88% ● JS

Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

Full Blast Corps guide in ***N64****/8. ● Double Game Guide + on the cover of issue 16.*



Bomberman 64

Hudson/Nintendo | *£50* | N64 8 ● 50% ● ZN

Oh dear. A big disappointment. The one-player mode was always a bit tedious but the multiplayer game has been completely ruined.

Have a gander at Zy's review in ***N64****/8 for the low down on how to play Bomberman and the bits to look out for. (If there are any.)*



Chameleon Twist

Ocean | *£60* | N64 10 ● 70% ● JD

There're thrills and spills but it won't take you long to finish. The multiplayer game beats *Bomberman* – but that's not that hard.

When doing the pole vault move, as you're springing back up, press jump just a little way before you reach the top for an extra-high jump.

Clayfighter 63⅓

Interplay | *£50* | N64 9 ● 24% ● JB

Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.

When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine.

Cruis'n USA

Nintendo | *£35 too much* | N64 13 ● 24% ● TW

Pop-up cardboard scenery and music to make your ears bleed. Less about driving, more a rule book on how to cock-up console games.

Hold the Top, Left and Bottom-C to access some 'weird' secret vehicles at the car selection screen. The game's still crud, mind.

Dark Rift

Vic Tokai | *£60* | N64 9 ● 69% ● JD

Uninspiring special moves and similar characters. Nicely animated, potentially solid but, ultimately, really rather dull.

Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.



Diddy Kong Racing

Nintendo/Rare | *£50* | N64 10 ● 90% ● JA

This game is huge – 40 tracks, a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.

For a fast start, wait for the "Get Ready" sign, then press the accelerator after it disappears and just before "Go!". ● Guides in ***N64****/11, 13 & 14 and Double Game Guide + no 1.*

Doom 64

GT | *£60* | N64 7 ● 77% ● JA

Solid and workmanlike but, up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence, it looks dreadfully old hat.

At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu. ● Other tips in the review, ***N64****/3&7.*

Duke Nukem 64



GT | £55 | N64 10 ● 85% ● TW

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.

Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. ● Cheats in issue 15.

Extreme G



Acclaim | £60 | N64 9 ● 87% ● TW

Never likely to displace *Wipeout 2097* as the ultimate future racer but still hugely impressive. Face-melting speed and beautiful tracks.

Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky. ● Check out the guide in N64/12.

F1 Pole Position



Ubi Soft | £60 | N64 7 ● 71% ● JD

Ubi Soft could have done a lot more with this. Obvious flaws include horrendous pop-up and stop-dead banks.

If your bloke in the pits shouts at you to come in, don't bother. You can make the whole course without a tyre change.

FIFA 64

Electronic Arts | £60 | N64 2 ● 39% ● TW

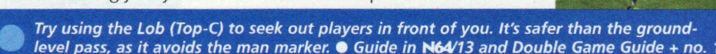
How in the wide, wide world of sport did this get through Nintendo's quality control department? We can only wonder.

Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.

FIFA '98 The Road To The World Cup

Electronic Arts | £60 | N64 10 ● 83% ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here and a seemingly rosy future for the World Cup '98 version.



Try using the Lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. ● Guide in N64/13 and Double Game Guide + no. 1

Fighters Destiny

Ocean | £55 | N64 13 ● 86% ● JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense, *our Tekken*.

Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character. ● Check out the guide in N64/14.

Forsaken

Acclaim | £60 | N64 16 ● 90% ● MK

A fabulous *Descent*-style shoot-'em-up with unbelievable lighting and visuals. Lacks personality in multiplayer but worth investigation.

To open up an alternative route, try tearing through the first level in under two minutes 30 seconds.

GoldenEye 007

Nintendo/Rare | £50 | N64 9 ● 94% ● TW

Brilliant levels, detailed scenery, breathtaking weaponry and a perfectly judged difficulty curve. It doesn't get much better than this.

● Check out I, Spy, the free MI6 giveaway in N64/9 and tips in N64/12 & 14. There's also the Double Game Guide + no. 1 (free with issue 12) if you get really stuck.

Hexen

Midway | £60 | N64 5 ● 69% ● JD

Sadly, exactly the same as its elderly PC mum. Still fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Right-C very quickly. ● In the Cheat menu, press Left-C, Right-C and Bottom-C for invincibility.

Int. Superstar Soccer 64

Konami | £60 | N64 3 ● 92% ● TW

An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start. ● Guides in N64/4 & 14.

Killer Instinct Gold

Nintendo/Rare | £55 | N64 3 ● 62% ● MH

Great in its time but a bit out-dated now. For most people, enthusiasm for this type of beat-'em-up is at a low ebb.

To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence. ● Tips in N64/1 and in the review in N64/3.

Lylat Wars

Nintendo | £60 | N64 8 ● 91% ● JN

Perhaps not as perfect as it could've been (it really needed a level select, for instance) but another tour-de-force for Shigs.

Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in N64/8 and N64/9 and Double Game Guide + no. 2 (free with issue 13).

Mace: The Dark Age

GT | £60 | N64 9 ● 81% ● JB

We weren't expecting much but this is a highly competent fighter that'll gladly tide you over till Capcom arrive on the scene.

Hold one of the C-buttons when choosing your character and you can change their dreary rags into king-like robes.

Madden 64

Electronic Arts | £55 | N64 10 ● 92% ● TT

The *Madden* series' first outing on the N64 is as fantastic as ever. In fact, probably the best version of the game so far.

When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

Mario Kart 64

Nintendo | £50 | N64 4 ● 91% ● JD

The multiplayer modes are outstanding and you'll still find yourself racing the one-player tracks long after you've beaten the game.

At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in N64/4 and Double Game Guide + no. 2 (with issue 13).

Mischief Makers

Nintendo/Treasure | £50 | N64 8 ● 90% ● JB

It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.

Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.

MK Mythologies

GT | £Too much | N64 11 ● 9% ● JD

Disturbingly bad, this could only be less enjoyable if it squirted sulphuric acid into your face. Hate it till you can hate no more.

Creep along in that sideways spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.

Mortal Kombat Trilogy



GT | £60 | N64 1 ● 34% ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it. Avoid with clinical determination.

For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in N64/1 and N64/4.



Multi Racing Championship



Ocean/Imagineer *£55* **N64** *8 ● 71% ● JD*

The conversion job has done it no favours. 'Gritty' graphics and, in comparison with *Top Gear Rally*, it's also far too easy.

*Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5.*

Mystical Ninja starring Goemon



Konami *£60* **N64** *14 ● 90% ● TW*

There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.

*Check out the review in **N64**/14 and a complete walkthrough of the game in **N64**/15 and 16.*

Nagano Winter Olympics

Konami *£65* **N64** *12 ● 32% ● JD*

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all supremely boring. Still, if you're having trouble sleeping…

To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

NBA Hangtime

GT *£65* **N64** *6 ● 52% ● JS*

The problem here is that two-on-two basketball gets very boring, very quickly. Even with a cheats list, your attention will soon wander.

*Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.*

NBA Pro '98

Konami *£55* **N64** *14 ● 71% ● JP*

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant. The question is do you *really* like basketball?

The option to disable various game rules is a welcome bonus but remember that this isn't a cheat because you give your opponent the same advantage.

NFL QuarterBack Club '98

Acclaim *£50* **N64** *10 ● 86% ● TT*

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.

When you're on the fourth and down, try getting your, erm, you're… (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver… Oh, whatever.

NHL Breakaway

Acclaim *£60* **N64** *14 ● 62% ● DM*

Little excitement and a dearth of originality. There's nothing here that hasn't been done better in *Wayne Gretzky*.

Set the level of the referee to 'lenient' to start with and you'll find the game a lot quicker and easier.

Pilotwings 64

Nintendo *£50* **N64** *1 ● 89% ● TW*

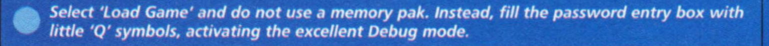
A supreme example of how to harness the N64's immense potential. Up, up and away.

The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

Quake 64

GT *£60* **N64** *15 ● 79% ● JP*

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.



Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.

Rampage World Tour

GT *£40* **N64** *16 ● 54% ● MK*

This conversion of the age-old arcade classic is fun and brings back fond memories. But, ultimately, it's an expensive and limited outing.

To achieve the highest total of points, jump up on top of the buildings and knock them down to the ground.

San Francisco Rush

GT *£60* **N64** *11 ● 82% ● TW*

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.

To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

Shadows of the Empire

Nintendo/LucasArts *£55* **N64** *1 ● 78% ● JA*

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.

*To see the end sequence, enter your name as _Credits (case sensitive). ● Challenge Point guides in **N64**/2 and **N64**/3.*

Snowboard Kids

Nintendo/Atlus *£40* **N64** *14 ● 86% ● JA*

Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.

*Master that jump start by holding forward and pressing jump just as the Santa look-a-like points his pistol in the air. ● There's a complete guide and a list of special moves in **N64**/15.*

Super Mario 64

Nintendo *£50* **N64** *1 ● 96% ● ZN*

Everything that's made previous *Mario* titles great, fleshed out into 3D. Without doubt, this has to be the world's greatest videogame.

*Loads of tips in our review in **N64**/1. ● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5. ● Double Game Guide + no. 4 (free with issue 15).*

Tetrisphere

Nintendo *£40* **N64** *13 ● 69% ● SJ*

Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.

Type in the word VORTEX on the password screen then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

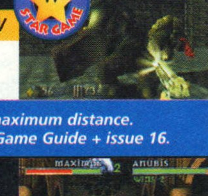
Top Gear Rally

Nintendo/Boss *£55* **N64** *8 ● 86% ● JD*

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.

*Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ● Game tips in the review **N64**/8.*

Turok: Dinosaur Hunter



Acclaim *£60* **N64** *1 ● 91% ● TW*

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.

*At the edge of a platform the screen will dip. Jump here to gain maximum distance. ● Cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2. ● Game Guide + issue 16.*

War Gods

GT *£50* **N64** *4 ● 46% ● JA*

Vile characters, half-hearted moves and ludicrous end results. So, all in all, a complete and utter waste of time.

When you play as Tak, just throw boulders (Down, Forward, Left Punch) at your opponents to win.



Wave Race 64



Nintendo | £55 | N64 2 ● 90% ● ZN

Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.

To achieve the Helicopter stunt (and 1700 points) – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down. ● Double Game Guide + no. 3 (issue 14).

Wetrix



Ocean | £40 | N64 15 ● 74% ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains. It's better than *Tetrisphere* but, ultimately, lacks variety.

To prepare for bombs falling, build a raised area in the right corner of the screen. When a bomb appears, drop it in this safe zone, returning to make repairs later.

Wayne Gretzky's 3D Hockey



GT | £65 | N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat, the one thing that lets it down is the fact that it's only ice hockey.

Loads of tips in Tips Extra N64/5. ● For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

World Cup '98

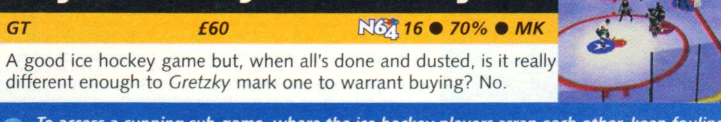


EA | £60 | N64 16 ● 73% ● JA

FIFA as *FIFA*'s always been. Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

Win the World Cup – on any difficulty – for access to the Classic Match option. This allows you to replay past finals.

Wayne Gretzky's 3D Hockey '98



GT | £60 | N64 16 ● 70% ● MK

A good ice hockey game but, when all's done and dusted, is it really different enough to *Gretzky* mark one to warrant buying? No.

To access a cunning sub-game, where the ice hockey players scrap each other, keep fouling the same opponent.

Yoshi's Story

Nintendo | £50 | N64 15 ● 86% ● TW

Surprisingly, a Nintendo game that lacks both ingenuity and longevity. But it's amazing to play and beautiful to look at.

To find the white Yoshi, work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble. Voilà!

WCW vs NWO: World Tour

T•HQ | £55 | N64 12 ● 70% ● TW

A perfectly acceptable, technically solid beat-'em-up with 37 grapplers with colourful pants. Not quite *Tekken* though.

Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

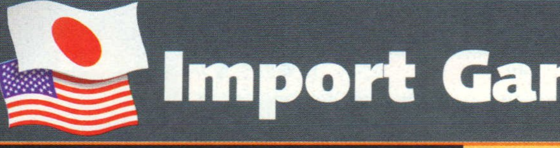
don't forget!

N64 Magazine has its own little corner of the information superhighway at *www.futurenet.com/gamenetn64/* You'll find the lowdown on the latest issue of **N64** Magazine along with reviews, previews and even a chat page.



Import Games DIRECTORY

1080° SNOWBOARDING	Nintendo ● 14 ● 89% ● JA	UK release Winter '98	Not an immediate hit, *1080°* will take time and perseverance. Its utter brilliance, though, just has to be admired.
64 O-SUMO	Bottom Up ● 11 ● 90% ● ME	UK release Unlikely	Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine, fun-filled fat-fest.
AERO GAUGE	ASCII ● 12 ● 10% ● JN	UK release TBA	A real stinker of a *Wipeout* clone with game-affecting pop-up, miles too good opponents and unfair controls. Loathe it.
AIR BOARDER 64	Human ● 16 ● 62% ● TW	UK release TBA	An unusual and quirky little game, but there's no proper objectives and no real challenge. Looks great, plays boringly.
ART OF FIGHTING TWIN	Culture Brain ● 12 ● 78% ● DM	UK release TBA	A simplistic beat-'em-up but one with some charm and, given the dearth of quality N64 fighting games, not a bad proposition.
AUGUSTA MASTERS '98	T&E Soft ● 14 ● 47% ● JP	UK release TBA	Your N64 could run this with the power off. A very poor conversion of a dated game design to be avoided at all cost.
DENRYU IRAIRABOU	Hudson ● 12 ● 65% ● JN	UK release Ha! No	*Denryu* is a console-based version of the game at fêtes with the copper stick and wire. It's up to you.
DORAEMON	Epoch ● 2 ● 60% ● TW	UK release Unlikely	A slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.
DUAL HEROES	Hudson ● 12 ● 28% ● DM	UK release May	After much hype, Hudson reel out a horrendous beat-'em-up with little or no redeeming features. A travesty of justice, indeed.
FAMISTA 64	Namco ● 11 ● 68% ● TW	UK release No chance	Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.
G.A.S.P! FIGHTER'S NEXTREAM	Konami ● 15 ● 52% ● MK	UK release TBA	It's frightening when developers like Konami can't get it right, but *G.A.S.P!* is another appalling attempt to emulate *Tekken*.
THE GLORY OF ST. ANDREWS	Seta ● 1 ● 58% ● TW	UK release Unlikely	The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.
JANGOU SIM MAHJONG DO 64	Video System ● 7 ● 69% ● JD	UK release Never EVER	So, the best mah jong game yet? Well, probably, but does it really matter? It'll probably fly off the shelves in *ker-razy* Japan.
J-LEAGUE DYNAMITE SOCCER	Imagineer ● 8 ● 66% ● TW	UK release Unlikely	What chance has a sprite game in a world with *ISS64*? This is incredibly basic but persevere and you might get some joy.
J-LEAGUE ELEVEN BEAT	Hudson ● 10 ● 52% ● TW	UK release Nope	While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. One word: *ISS64*.
JEOPARDY!	Take 2 ● 16 ● 9% ● MK	UK release Pray, no	Less a game and more a vile disease, *Jeopardy* is monstrously bad. So ugly that, if you look at it, you'll turn to stone.
J-LEAGUE PERFECT STRIKER	Konami ● 1 ● 89% ● TW	UK release Now (as ISS64)	Konami prove their footballing dominance with a magical soccer sim. Breathtaking animation and a plethora of fantastic moves.
KING OF PRO BASEBALL	Imagineer ● 1 ● 68% ● TW	UK release Unlikely	The super-deformed players are entertaining for a while but the slow runners and super-skilful CPU will eventually get you down.
MAH JONG 64	Koei ● 3 ● 65% ● JD	UK release Never	More of a beginners guide to the game than previous efforts. The heavy reliance on Japanese text makes it a bit tricky though.



Import Games DIRECTORY contd.

MAH JONG MASTER	Konami ● 1 ● 69% ● WO	UK release Unlikely	If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.
MK MYTHOLOGIES: SUB ZERO	Midway ● 11 ● 9% ● JD	UK release Please, no	Worse than *Wheel of Fortune*, *MKM* could only be less enjoyable if it intermittently squirted sulphuric acid into your face.
OLYMPIC HOCKEY	Midway ● 15 ● 60% ● MK	UK release Unlikely	Unadulterated cash-in with the *Wayne Gretzky* engine. Good, except *Wayne Gretzky's* the same but better.
PACHINKO WORLD 64	Hewia ● 13 ● 12% ● TW	UK release Um, no	Pachinko is like pinball without the skill and this console version doesn't do it any further favours. So dull, death seems enticing.
POWER LEAGUE 64	Hudson ● 7 ● 42% ● JA	UK release No, thanks	We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.
POWER PRO BASEBALL 4	Konami ● 3 ● 54% ● TW	UK release Unlikely	The fourth in Konami's series of baseball games, this went ballistic in Japan but we don't rate it as highly as *King of Pro*.
PUYO PUYO SUN 64	Compile ● 10 ● 80% ● ZN	UK release Maybe	You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.
ROBOTRON 64	Midway ● 12 ● 75% ● JN	UK release TBA	An entertaining update of the classic shooter but one that could quite easily make a home on the SNES. Good, but not great.
SIM CITY 2000	Imagineer ● 13 ● 83% ● JP	UK release Autumn	Although it looks no different to the SNES version, this still plays as magnificently as ever. Look out for the UK version soonish.
SUSUME! TAISEN PUZZLE DAMA	Konami ● 15 ● 78% ● TW	UK release TBA	Another N64 *Puyo Puyo* game but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.
TAMAGOTCHI WORLD 64	Bandai ● 12 ● 79% ● JN	UK release Ooh, no	It's a 64-bit board game and it's quite fun but it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.
TOKON ROAD	Hudson ● 12 ● 49% ● DM	UK release Unlikely	The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of *WCW vs NWO*.
WHEEL OF FORTUNE	Gametek ● 11 ● 17% ● TW	UK release Spring '98	Abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.
WILD CHOPPERS	Seta ● 11 ● 72% ● JD	UK release TBA	A good, solid chopper sim and one with an unusual but actually quite intuitive control system. Perhaps a bit easy, but good fun.
WONDER PROJECT J2	Enix ● 1 ● 55% ● WO	UK release Unlikely	Guide a robotic girl through various 'real-life' situations with the overall aim of making her a real person. Weird and very Japanese.

THE NUMBERS NET

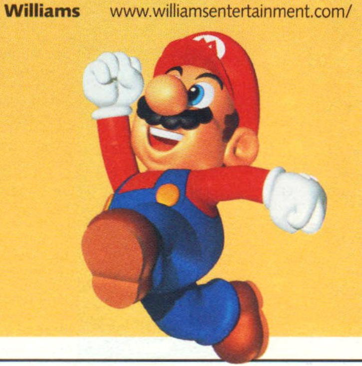
Phone numbers and internet sites for companies with a Nintendo 64 interest.

N64 SITES

THE Games	(01703) 653377
Nintendo USA	www.nintendo.com/
Nintendo Australia	www.nintendo.com.au/
Nintendo Japan	www.nintendo.co.jp/
Next Generation	www.next-generation.com/
IGN64	ign64.com/

SOFTWARE COMPANY SITES AND NUMBERS

Acclaim	(0171) 344 5000
Japan	www.acclaim-jp.com/
US	www.acclaimnation.com/
Argonaut	www.argonaut.com/
ASCII	www.asciient.com/
Atlus	www.atlus.com/
BMG	(0171) 973 0011
	www.bmg.com/
Boss	www.bossgame.com/
DMA Design	www.dma.co.uk/
Electronic Arts	(01753) 549442
	www.ea.com/
Gametek	(01753) 854444
	www.gametek.com/
GT	(0171) 258 3791
	www.gtinteractive.com/
GTE	www.im.gte.com/
Hudson Soft	www.hudson.co.jp/
Human	www.human.co.jp/
Imagineer	www.imagineer.co.jp/
Interplay	(01628) 423666
	www.interplay.com/
Konami	(01895) 585 3000
Japan	www.konami.co.jp/
US	www.konami.com
Midway	www.midway.com/
Namco Japan	www.namco.co.jp
US	www.namco.com/
Ocean	(0161) 832 6633
	odon.com/ocean
Paradigm	www.paradigmsim.com
Rare	www.rareware.com
Seta	www.seta.co.jp/
THQ	(01372) 745 222
	www.thq.com
Titus	www.titusgames.com/
Ubi Soft	(0181) 941 4004
	www.ubisoft.com/
Williams	www.williamsentertainment.com/



Recommended web sites

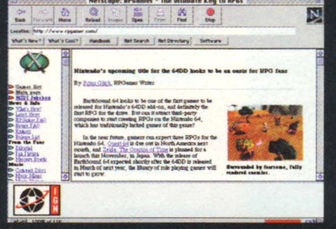
Each month we scoop off the cream of the Internet's N64-related web pages. This month...

www.rareware.com
Destroying their reputation for secrecy, Rare's site is a candid look at the UK's most important and talented software house. There's loads of stuff to see, including updates on their games in progress (including *Jet force Gemini* and *Perfect Dark*) and even a couple of chat forums. A real five star site.



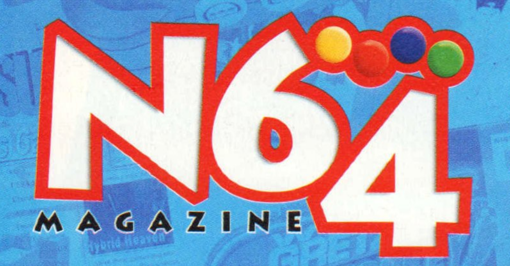
△ *Even games Rare would most probably like to forget are here (ah yes, Imhotep – Wil).*

www.rpgamer.com
Originally a Square Soft only site, rpgamer now allows RPGs on every format onto its pages – provided they're of the Japanese variety, that is. That means that us N64 owners can get top news and views on the likes of *Zelda* and *Earthbound 64* while secretly taking a peek at that tawdry old *Final Fantasy VIII*. A must for all pointy-hats.





◁ *FuSoYa's got the net on 'Friends and Family' just so he can spend all day on rpgamer.*



Want to sell your old games, buy new ones, launch your fanzine on an unsuspecting public or just make new friends. N64 Contact is the section of the mag for you.



CONTACT

Another new section graces N64 Magazine. From the next issue onwards, you can take out a small ad in these very pages for absolutely no money at all. Buy new games or offload your old ones. Arrange swaps, find penpals, buy fanzines or look for help with games – it's completely up to you, simply fill in the form below.

The sections we thought we'd have were Games for Sale, Games to Swap, Games Wanted, Fanzines, Penpals and Help Wanted. However, if there a significant number of alternative entries we'll consider opening new ones. What's more, each month we'll choose one particular advert to be 'Ad of the Month' – probably the strangest one, or one that's made us laugh. The lucky sender of that ad will receive any of the bits and pieces that we normally get sent in a month. New memory cards, odd joypads, strange steering wheels – you wouldn't believe what turns up here some months. The Ad of the Month will also appear in a nice large box, making it just that little bit more eye-catching.

There are a few rules – they're printed on the form below. If we get deluged with forms, we might not be able to print them all in one month, but in a feat of almost mechanised organisation we will, eventually, get round to every single one. Promise. Oh and you don't have to cut up your copy of **N64** Magazine, either. A photocopy will do just fine (as it will for any of the other forms in the mag).

Right then, we look forward to your ads.

N64 READER ADVERTISEMENT FORM

Name ____________________

Address ____________________

____

____

____________________ Postcode ____________

Telephone ____________________

I wish my ad to go in the following section (please tick)

- ☐ Games for Sale
- ☐ Games Wanted
- ☐ Games to Swap
- ☐ Fanzines
- ☐ Penpals
- ☐ Help Wanted

THE RULES

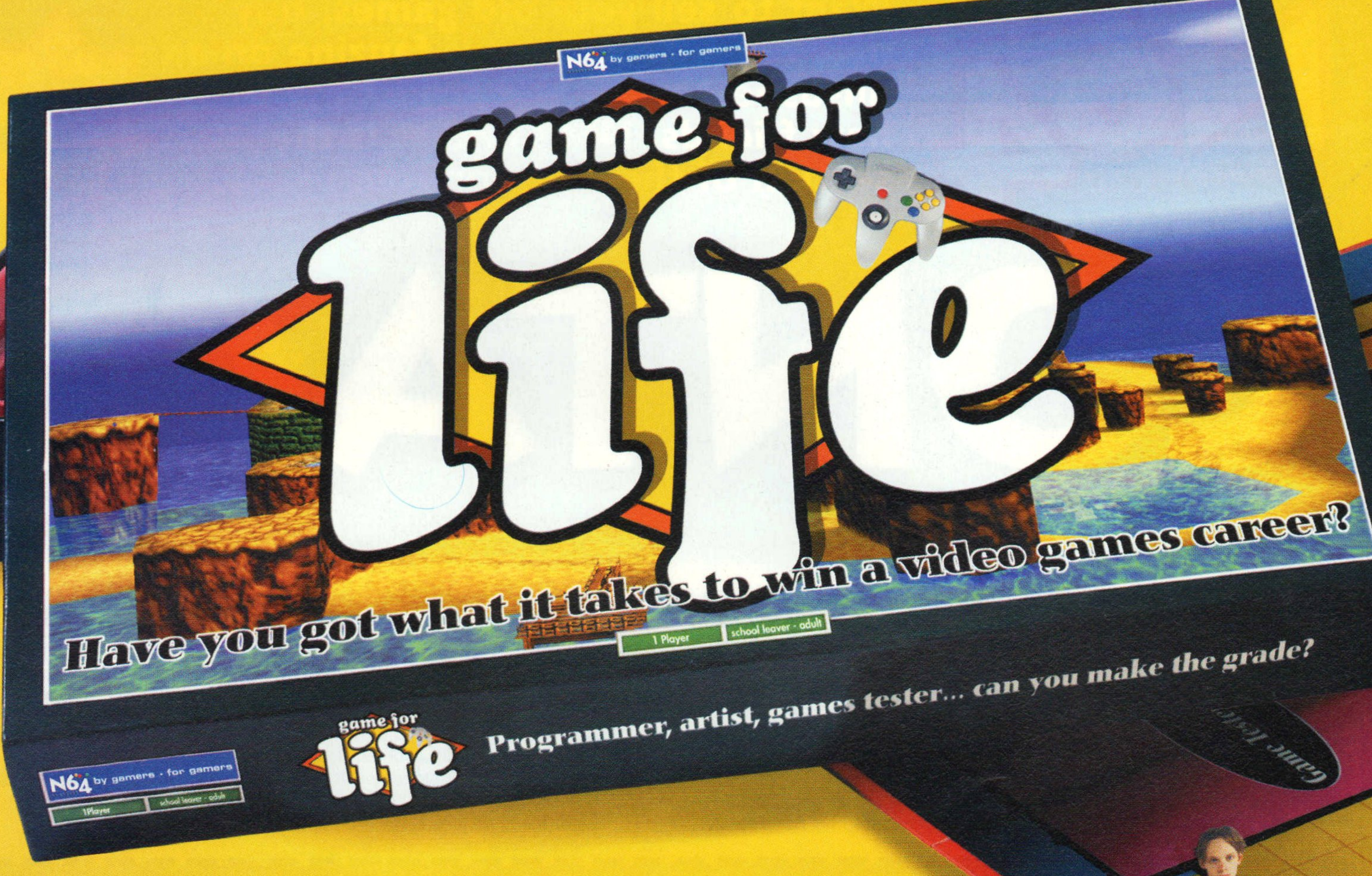
Sadly, yes, there are some. Private ads only. Trade ads will be taken round the back, roughed up and thrown out. Adverts for pirate software will not be accepted, either, and we might even hand them to the head teacher at lunchtime. Snitch!

I have read and understood the conditions for the inclusion of this free reader ad

Signed ____________________

Please write your add in block capitals in the grid below. Put one word only in each box. Words not in boxes will not be printed. Please remember to include either a telephone contact number (with national dialling code) or e-mail address in your ad.

Send your completed form to:
N64 Contact, 30 Monmouth Street, Bath, BA1 2BW



Cattle slaughterer, maggot farmer, crime scene cleaner-upper? Chicken castrator, Golf Sale sign holder, octogenarian bed bath provider? Or a lifetime of playing games all day long? The choice is yours.

GAME F

Finding your i

How to play game for life

If you think your life has more promise than cleaning the toilets of some backwater yokel Slaughtered Lamb public house, you only have yourself to blame if that's exactly what you end up doing. The games industry, a fledgling in the twiggy nest of entertainment, is crying out for new recruits. Programmers, developers, producers, marketers and journalists, all have an essential role to play in building the games industry into the massive money-making market it deserves to be. Yes, even journalists.

While we laugh at how the dosh-hungry film industry has tried, sometimes in vain, to take over the games world, they aren't doing it just for a laugh. Or to fill a few offices that have been lying empty. Get the ingredients exactly right and you can forget about your Titanic hits and Star Wars franchises. A top selling computer game makes as much as the most watched movie, costs about one fiftieth to make and employs about a tenth of the staff. It can be more profitable than illegal narcotics.

While David Putnam and New Labour promise to revolutionise our tiddly film industry, British developers are already known to be some of the best in the world, and the second most prolific. Believe us when we say that becoming a top programmer is easier than being a successful film director, but just as rewarding in every sense. Aha! So surely it's **N64** Magazine's pleasure – no, duty – to let you know exactly how to go about getting into this vibrant, young and exciting world.

Of course, code monkeys – that rare breed of sleepless intellectuals who dream of noughts and ones – are always eagerly sought for their unique skills. Thankfully, programmers tend to like computer games, and now that the salaries are comparable, attracting them away from database maintenance at large accounting firms is much easier.

But you don't just have to be digitally and technically adept to join in the fun. Artists are essential, sound effects creators and musicians invaluable and even straight ideas men become producers, telling the programmers what they should actually put in and how much time they've got to get it right. Then there's the marketing people, salesmen that convince shops to stock your game and come up with the adverts that make you want to buy it. Press representatives try to get other people to get excited about the game, those people being magazine, newspaper, Internet, television or radio journalists.

Whatever your skill or chosen direction, the chances are that there's a job waiting here for you. And if there isn't and you're young enough, learn a new trick. Just remember that such a fiercely competitive world is no place for the slacker. Put the hours in and you're generously rewarded, in satisfaction if not always in hard cash. Few jobs in this industry are nine to five. You are expected to work until the work is done. Yes, even the journalists.

THROW A DOUBLE SIX, TURN THE PAGE, AND PICK UP A JOB CARD

OR LIFE

leal video games career

by Steve 'Battling Tops' Owen



PROGRAMMER

Distrusted and misunderstood, the role of the programmer/code monkey/digital physician is to turn naturally conceived ideas into unnatural combinations of noughts and ones. Even with console games, programming takes place almost entirely on PCs, so becoming familiar with a keyboard and software crashes is essential.

Development houses tend to program all their games in the C or C++ languages. It's known as a high level language because it's vaguely recognisable as a stilted form of English. Like the best games, it's very easy to pick up but a bugger to master.

Programmers, particularly PlayStation programmers, are desperately sought after. If you've ever played a terrible game, you will understand the thought processes behind paying well for decent staff. Most programmers tend to consider their work more important than their salary and rarely move mid-project. And, even then, they only change jobs when they see something in a new game which excites them.

Start on:	£14,000 – £18,000 (Junior Programmer)
Could get to:	£35,000 – £50,000 (Technical Manager) Lead programmers tend to settle into the £30,000 – £35,000 bracket.

MUSICIAN AND SOUND EFFECTS ARTIST

The oft-overlooked role of the Piano Man is an essential one if you want to create the best game. Play anything with the telly muted and you'll know what we mean.

"Audio departments probably form the smallest part of the games industry, but they can affect the game in a more powerful way than the visuals," claims the anonymously named Firq, a freelance composer and Foley artist for five years. "Music in games is now more important than ever." But Firq, perhaps through a sense of self-interest, wouldn't recommend trying his job. "There's not enough pay to go round as it is. Most companies are tight-fisted."

Bjorn Lynne, a sound engineer and composer, does find himself recommending the job. "Talent is better than qualifications. It *is* vital that you know how audio works in the context of a computer game, and deliver the music and sound effects to spec in a format that the programmers can easily include in the game."

Even though no official qualifications are expected, experience is mandatory. If you can't provide some examples of your abilities, you might as well busk at the bottom of the escalators in the tube.

Start on:	£14,000 – £18,000 (Inexperienced musician)
Could get to:	£18,000 – £28,000 (Experienced musician)

Learn the trade

While it has always been possible to study the general aspects of any industry – journalism, marketing, structured programming – there's nothing the games industry respects more than a bit of experience. Above and beyond professional qualifications, employers always want proof of your abilities. While often a hideous circular argument – how can you get the experience without having a job? – the games industry does make it a bit easier. Try writing a few games reviews of 400 words, or program a clever demo on the PC.

Or do a games course. The University Of Abertay, Dundee is the first to offer a BSc in Computer Games Technology and Virtual Environments. "The course is designed to give students a sound foundation in the generation of 3D imagery and the ability to generate games using up-to-date software architecture," explains the prospectus. It's been designed with the help of DMA, several of whom used to study there. There's just 20 places, but you can get a prospectus by calling 01382 308000, or visiting http://www.tay.ac.uk.



Post graduates can also take advantage of the latest course starting this year. The MSc in Software Engineering (Games and Virtual Environments) has been boosted by Sony's donation of ten Net Yarozes. The Americans have been uncharacteristically slow to adopt a similar course, but you can try your luck in Redmond, Washington too. Situated in the same region as Microsoft and, more importantly, Nintendo, the DigiPen Institute of Technology began offering a four year college degree in video game development in January. The course costs $11,000 a year and 'majors' in computer languages and graphics. But there are already 1,000 applications for the 100 available seats next year.

These kind of courses are far from necessary in getting the job, although they might be perfect for putting your foot in the door. More importantly, they may give you the experience and opportunity to create impressive demonstrations of your abilities.

ARTIST

The role of the artist is increasingly valuable and increasingly varied. The bedroom programmer has gone. Consoles and PCs are so powerful that you can't just lob a few pixels on the screen and call it a car. It actually has to look like a car.

Graphical artists use a variety of tools depending upon the job in hand. 3D artists might use 3D Studio MAX on the PC, or any number of professional modelling programs on Silicon Graphics workstations. Rendered introductions, in-game sprites, polygon meshes, background scenery and interface design, all are the task of the artist. While paper-based concept art and design is usually required in the early stages, every artist is expected to draw digitally.

Start on:	£14,000 – £18,000 (Junior Artist)
Could get to:	£23,000 – £35,000 (Senior Artist)

GAMES TESTER

The games tester is so often the monkey boy, but it's just as important a job as programming. You aren't simply searching a game for countless bugs, but helping to fix the difficulty level, finding cheats or unplanned shortcuts. Indeed, you're generally just second guessing the world's games players.

Games testers may start playing at the very earliest stages, but are usually brought in for the last couple of months of development. The first stage is to iron out bugs and tweak gameplay and, if you find yourself working on PC games, the last stage is QA (Quality Assurance), checking that the CD works on all the major types of PC available.

Entrance qualifications are liberal. "A comprehensive knowledge of games, past and present?" suggests Jim McDonagh, QA Tester at Ubi Soft. "I should have been going out and getting drunk, but I played a lot of games instead." Ker-razy!

Dean Murphy, QA for EA's *World Cup '98* agrees. "I gave up my University place to work here. I know football and the *FIFA* games." And the hours? "On a normal work day, 9am to 6pm. If a title is in QA, particularly one like *World Cup '98*, it becomes 'bring a sleeping bag and change of clothes to work' time. But, it's a great way to learn about the industry and, more importantly, to get your 'foot in the door'. As well as that, you'll have a laugh or two along the way. Traditionally, it's a stepping stone into other departments – usually into development or product marketing."

Start on:	£10,000 – £13,000, although some are paid casually by the week or month
Could get to:	a better job

Nab that job

Most people in the industry agree that the most likely way of getting that top job is also the most clichéd and uncertain – being in the right place at the right time.

The only way to be in the right place, though, is to get your foot in the door. If you already have a well paid but unconnected job, expect to start at the bottom with a pay cut. Journalists begin as staff writers or editorial assistants, but work experience for school leavers is possible.

Programmers often begin as play testers, a perfect way of demonstrating your commitment, hard work, passion and understanding of what works and what doesn't. Otherwise it may be possible to walk straight into a junior programming role from University. Similarly, marketing and PR jobs are offered to recent graduates, where any communications degree, or evidence of being a confident and friendly person is considered satisfactory. Jobs are usually advertised in the trade magazines, such as **N64**'s sister title Edge, or in Computer Trade Weekly. CTW can be bought by calling 01462 442486.

Cold calling, where you ring around companies on the off chance of an available job, can work very well, but avoid unduly hassling the personnel department. Of course, companies like Electronic Arts are constantly expanding, but the best opportunities are usually to be found with the smaller developers. Be prepared to offer more than just a CV, though. A demo of your work is usually mandatory.


EDGE

CTW
THE ENTERTAINMENT COMPUTER TRADE WEEKLY

Dream machine emerges

EA sticks close to Sony

Euro boost for PC games

THROW A 2 OR A 1 AND GO! GO! TO NEXT PAGE

Have you got what it takes to win a video g...

Programmer, artist, games tester... can you make the g...

PRODUCER

Just like in the film world, the producer is the daddy of the outfit. The Godfather. And just like the film business, it sometimes seems as if any old schmuck can get the job.

The producer is typically responsible for the whole game: hiring and firing, the final word on how a game is programmed, budgets and schedules. Because of this dizzying level of power, the producer is often an employee of the publishing company, but working with the developers. He is, as such, extremely powerful, well paid and utterly detested. He probably wants to be a lawyer or tax collector.

It's unlikely that you can walk into the job of a producer, even if you have a great idea for a game. Dennis Leahy, Senior Producer at Broderbund in the United States, climbed the corporate ladder to his position. "I worked my way from computer sales to marketing sales. From there I went into QA and game-testing and then product development and, finally, more and more and more product development. A degree can open doors, but you can't measure fun with a damn pie chart. Don't try to follow those jumping the chasms of creativity with a spreadsheet and calculator in your hands."

Start on:	£16,000 – £22,000 (Assistant Producer)
Could get to:	£50,000 – £80,000 plus car, bonus, stock options (Development Director) Most become Senior Producers, on £28,000 – £40,000

MARKETING

The role of the marketing man is to spend lots of money in a desperate attempt to make at least that amount back. Marketing is a glorified job for someone who should probably be selling encyclopaedias door to door.

Marketing people book adverts in magazines, and pay money to stores like Dixons and PC World. This last bit is a weird concept, but it makes sure that their game is in a more prominent position on the shelves, and thus more likely to be bought by people who are just out to buy a game and don't care what it is. The same system works in supermarkets, so the cheaper products – games and peripherals – are usually found on the floor.

Marketing types will insist that theirs is an exact science, and a suitable degree is usually requested. Force of personality goes a long way, though, and Paul Fox, European Head of Communications at GT agrees: "No formal requirements are necessary apart from a good grasp of the English language. Skills needed are a strong personality, patience, communication and determination." There we are, then.

Start on:	£20,000 (Marketing Assistant)
Could get to:	£75,000 plus bonus and car worth £35,000 (Marketing Director) A Marketing Manager settles on £35,000 plus benefits and £25,000 car

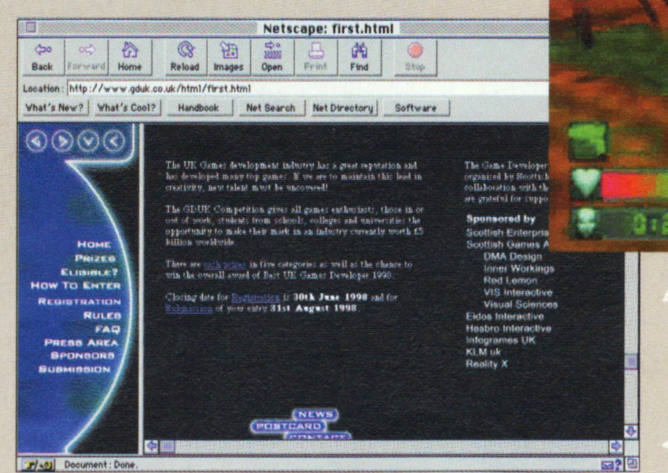


Win money, get noticed

If you're quick, you may still be in time to enter the Games Developer UK competition. Several Scottish developers have got together to find Britain's brightest stars, with awards for programming, art, sound and game design. The winner of each category walks off with £1,000 in hard cash, while the most promising entrant is chucked a golden greeting worth £5,000. There's every chance that VIS (*Earthworm Jim 3*), DMA (*Body Harvest*) and Inner Workings (*Plane Crazy*) will fight over themselves to offer you a job too.

"Andy Davison, designer of Worms, actually came second in an Amiga Format competition," says Christaan van der Kuyl, CEO of VIS. "Look at him now! Competitions like this allow anyone to at least get his or her ideas in front of developers and publishers – something that's very difficult to do at the moment. There are bound to be people out there who feel they have what it takes to work in this industry, and we're giving them the perfect opportunity to demonstrate this. Whether you're big on ideas or already a competent programmer, you stand a chance of winning cash *and* recognition."

The deadline to submit your work is the end of August, but you must request an application form before the end of June, by calling 0800 7315300. More details can be found on the following Web site: http://www.gduk.co.uk



△ If you dream of working on a game like Body Harvest, then a competition like this could be the answer.

◁ The compo web page (www.gduk.co.uk) has all the info you need.

PR

PR, strictly speaking, stands for public relations, but a PR Executive rarely deals with the public. A more accurate description is press representative, as the job generally entails dealing with journalists.

There may be just one PR Executive per company, or one per game. Or one for each format the company publishes (such as PC, PlayStation, N64). Some PR Executives only deal with the specialist press (ie, magazines devoted to games), while others suck up to the lifestyle press – FHM, Tomorrow's World, newspapers and the like.

One of the key benefits of the PR Executive is the company plastic. PR people are expected, by journalists, to take everyone out to lunch, send them branded caps and T-shirts and get them drunk in the evening. The downside is that you have to be nice to *everyone*. The amount of sucking up expected by journalists is inversely proportional to the success of your games. Remember, you have to sell good games but you *really* have to sell the crap ones.

It's also not unusual for journalists to move into PR. Keith Sloan, PR Manager at Ubi Soft. "I was a writer on a PC games mag. Then I got wise and decided that there was more money, and more parties, in PR. I travel, go to launch parties with people like Ian Wright, Melanie Sykes and Ocean Colour Scene and I get to stay in expensive hotels. You do have to be a certain type of individual to do this job. If you don't like people, can't communicate well and have a knack for narking people off then give it a wide berth. Otherwise it's a lot better than working in a bank."

Start on:	£18,000 – £23,000 plus car (PR Executive)
Could get to:	£25,000 plus benefits and £21,000 car (PR Manager)

JOURNALIST

Journalists and PR people are at the opposite ends of the social spectrum, which is unfortunate since they have to spend most waking moments together. PR people must turn up at the most inopportune moments, while the journalists must pretend to be busy, even when they aren't. It is especially important that everyone fails to live up to their promises.

There are different types of journalism. The consumer press is the hardest to get into, primarily because it has the largest readership. The specialist press, of the type you are reading now, doesn't rely on any formal qualifications, although a proven knowledge of your chosen subject is obviously important.

You can be a salaried journalist, such as a staff writer, or attempt to sell each piece of your work. This type of freelancing isn't as easy to get into as you might imagine. Editors commission work, but often don't have time to read unsolicited material.

"Journalism can throw you in at the deep end," claims Adam Miller, freelance journalist. "When you first start on a magazine, you have no idea what they want, how quickly to write it and what style it should be. Watching an editor hack your words to pieces can be soul destroying but get over this and you soon settle in."

Freelance tends to offer the greatest rewards and the free time, but you can't guarantee the work, or when you'll be paid. The majority of bankrupted small businesses last year suffered through bad debtors.

Start on:	£10,000 – £14,000 (Staff Writer)
Could get to:	£25,000 – £35,000 (Senior Editor). Most specialist editors earn between £15,000 and £20,000. Freelance is paid for by the word or by the page.

RETAIL BUYER

The job of the retail buyer is, quite simply, to decide what games your employer's shop should stock. It's a cushy number because the marketers will do anything to get a big order from you, which you can then cancel if the reviews are anything less than 80%.

The only risk is that you can order 50,000 copies of, say, *Wheel of Fortune*, and then find that it doesn't sell. This reflects badly on you, naturally. The solution is to either simultaneously organise a massive promotion in your shop, or arrange to get the games on a sale or return basis from the publisher. So, no risk after all then.

Start on:	£16,000 (Buyer)
Could get to:	£30,000 – £35,000 plus car and benefits (Senior Buyer)

Don't give up

Enjoying yourself is a good thing. Enjoying yourself *and getting paid for doing it* is the best thing in the world. The games 'industry' might seem a mysterious, far off place with big gates, barbed wire and 'Beware of the Leopard' written on a threatening notice outside, but you *can* get in if you want. It's a lot easier than you might think.

The best plan is to choose the area that most appeals to you, and then find out as much about it as you can. Learn and practice the relevant skills – draw up some designs, take an evening course in computer programming, start writing about games – and then, when you think you're ready, (probably sooner than you think) start approaching companies for that dream job.

Every potential employer is looking for enthusiasm, confidence and self-belief. If you've got that you're half way there. People are unlikely to be rude about your application, but you might have to put up with a fair amount of indifference. Just don't give up. Good luck!





Coming soon in... N64 Magazine Issue 18

Only one game's going to matter this summer and we're going to be the first to finish it completely. If you want to know absolutely everything about Rare's bear blockbuster, issue 18 of N64 magazine is all you need.

BANJO-KAZOOIE

PLUS!

- *Even more on the games that appeared at E3.*
- *More on Perfect Dark and Jet Force Gemini.*
- *Reviews of every N64 game released in Europe, Japan or America.*
- *More new tips and cheats than any other N64 magazine.*

N64 Magazine The ursine edition of N64 Magazine will be on sale Wednesday 15th July



index to N64 Magazine issue 17

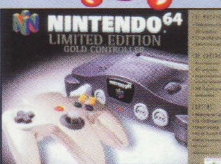


Special Reserve Discount Mail Order - 01279 600204

ALL TELEPHONED ORDERS FOR GAMES ARE DESPATCHED PRIORITY BY FIRST CLASS POST

Market leaders in mail order home computing, established 10 years, great web site and six amazing shops. See us on the web at http://special.reserve.co.uk.

Officially Authorised for Nintendo and for PlayStation. Trial Membership for just 50p. 0% PAY LATER (subject to status).



99.99 less £10†

Nintendo 64 Limited Edition
with Gold 3D controller & RF lead
While stocks last. SCART lead available at 7.99

Fire Pack ... ...129.99 less £10†
Nintendo 64 Limited Edition plus EXTRA Official 3D Controller and 1 MB Memory Card

† Deduct £10 off the price of any one item bought at the same time as a N64

0% PAY in 9 MONTHS available if your total purchase is over £200, subject to status.

STICKER KITS FOR N64	9.99
STICKER KITS FOR PLAYSTATION	9.99

Change the colour of your N64 or PlayStation with these high quality, durable laminated sticker kits. Available in Carbon look, Gold, Silver & England

SCART LEAD - N64 to scart TV	7.99
HI-FI AUDIO LEAD - N64 to stereo	9.99
256K MEMORY CARD - 12 slots	7.99
4 MB MEMORY CARD - 48 slots	14.99
8 MB MEMORY CARD - 384 slots	19.99
INTERACTOR RUMBLE VEST	22.99
2 SPEED RUMBLE PACK FOR N64	12.99
2 SPEED RUMBLE PACK WITH BUILT-IN 1 MB MEMORY CARD	19.99

Nintendo 64 Controllers



TOP DRIVE WHEEL AND PEDALS FOR N64, PLAYSTATION & SATURN 54.99
Programmable buttons, 9 button control, stick shift, self centering technology, wheel rotation angle select. Also includes memory card and rumble pack slot.



OFFICIAL NINTENDO 64 3D CONTROLLERS ...25.99
Available in many different colours: black, blue, green, grey, red & yellow



TRIDENT PAD ...15.99
Digital/analogue controller, 8 way directional thumb controller, 3D analogue stick, 9 fire buttons with memory card slot

We stock 15 controllers for N64 call 01279 600204

Nintendo 64 Games

AERO FIGHTERS ASSAULT	42.99	-10%*
ALLSTAR BASEBALL	43.99	-10%*
BLAST CORPS	42.99	-10%*
BUCK BUMBLE	42.99	-10%*
BUST A MOVE 2	43.99	-10%*
CHAMELEON TWIST	44.99	-10%*
CLAYFIGHTER 63 1/3	32.99	-10%*
CRUIS'N WORLD	30.99	-10%*
CRUISIN USA	30.49	-10%*
DIDDY KONG RACING	42.99	-10%*
DOOM	39.99	-10%*
DUKE NUKEM 64	46.99	-10%*
EXTREME G	42.99	-10%*
F1 RACING 98	49.99	-10%*
FIFA 98 - RTWC	44.99	-10%*
FIGHTERS DESTINY	34.99	-10%*
FOOTBALL! (ACCLAIM SPORTS SOCCER)	43.99	-10%*
FORSAKEN	43.99	-10%*
GOLDENEYE	42.99	-10%*
GT 64	42.99	-10%*
HEXEN	39.99	-10%*
HOLY MAGIC CENTURY	46.99	-10%*
INT'L SUPERSTAR SOCCER 64	29.99	-10%*
KILLER INSTINCT GOLD	45.99	-10%*
LAMBORGHINI 64	44.99	-10%*
LYLAT WARS + RUMBLE PACK	51.99	-10%*
MACE	42.99	-10%*
MADDEN 64	49.99	-10%*
MARIO KART 64	42.99	-10%*
MISCHIEF MAKERS	42.99	-10%*
MISSION IMPOSSIBLE	42.99	-10%*
MORTAL KOMBAT MYTH	46.99	-10%*
MULTI RACING CHAMPIONS	46.99	-10%*
MYSTICAL NINJA	46.99	-10%*
NAGANO WINTER OLYMS 98	46.99	-10%*
NBA COURTSIDE	34.99	-10%*
NBA PRO 98	39.99	-10%*
NFL QUARTER BACK CLUB 98	42.99	-10%*
NHL BREAKAWAY 98	43.99	-10%*
OLYMPIC HOCKEY	42.99	-10%*
PILOT WINGS 64	42.99	-10%*
QUAKE	39.99	-10%*
RAMPAGE WORLD TOUR	49.99	-10%*
RECKIN BALLS	43.99	-10%*
SAN FRANCISCO RUSH	42.99	-10%*
SHADOWS OF THE EMPIRE	42.99	-10%*
SNOWBOARD KIDS	34.99	-10%*
SUPER BOMBERMAN 64	42.99	-10%*
SUPER MARIO 64	42.99	-10%*
TETRISPHERE	35.99	-10%*
TOP GEAR RALLY	39.99	-10%*
TUROK - DINOSAUR HUNTER	36.99	-10%*
WARGODS	44.99	-10%*
WAVE RACE 64	45.99	-10%*
WAYNE GRETSKY	45.99	-10%*
WCW VS NWO: WORLD TOUR	44.99	-10%*
WETRIX	34.99	-10%*
WORLD CUP 98	46.99	-10%*
WWF: WARZONE	43.99	-10%*
YOSHI'S STORY	42.99	-10%*

Super NES Games

DONKEY KONG COUNTRY 2	19.99	-10%*
DONKEY KONG COUNTRY 3	39.99	-10%*
JOHN MADDEN NFL 93	14.99	-10%*
KIRBY'S DREAMCOURSE	19.99	-10%*
PGA TOUR GOLF	9.99	-10%*
PILOT WINGS	9.99	-10%*
PRIMAL RAGE	24.99	-10%*
RETURN OF THE JEDI	29.99	-10%*
SUPER INT'L CRICKET	9.99	-10%*
SUPER MARIO KART	27.99	-10%*
SUPER MARIO WORLD	19.99	-10%*
SUPER STAR WARS	19.99	-10%*
SUPER TENNIS	9.99	-10%*
ULTIMATE MORTAL KOMBAT	19.99	-10%*
WINTER GOLD	19.99	-10%*
YOSHI'S ISLAND	19.99	-10%*
ZELDA 3 - LINK TO THE PAST	19.99	-10%*



Pocket Gameboys
(AS SEEN ON TV)
New 30% smaller and 50% lighter Gameboy. Compatible with all Gameboy games

GAMEBOY POCKET (SILVER)	45.99
GAMEBOY POCKET (BLACK)	40.99
GAMEBOY POCKET (BLUE)	40.99
GAMEBOY POCKET (CLEAR)	40.99
GAMEBOY POCKET (GREEN)	40.99
GAMEBOY POCKET (PINK)	40.99
GAMEBOY POCKET (RED)	40.99
GAMEBOY POCKET (YELLOW)	40.99

Gameboy Games

DONKEY KONG LAND	19.99	-10%*
DR MARIO	9.99	-10%*
GAMEBOY GALLERY	9.99	-10%*
JAMES BOND 007	24.99	-10%*
KILLER INSTINCT	9.99	-10%*
RETURN OF THE JEDI	14.99	-10%*
SOCCER	12.99	-10%*
STREET FIGHTER 2	14.99	-10%*
SUPER MARIO LAND 1	19.99	-10%*
SUPER MARIO LAND 2	19.99	-10%*
SUPER METROID 2	12.99	-10%*
TAMAGOTCHI	19.99	-10%*
TAZ-MANIA	14.99	-10%*
TENNIS	9.99	-10%*
TETRIS	12.99	-10%*
TETRIS 2	9.99	-10%*
WARIOLAND	19.99	-10%*
WARIOLAND 2	19.99	-10%*
WAVE RACE	9.99	-10%*
WORMS	17.99	-10%*
ZELDA	14.99	-10%*

PlayStation Top Games

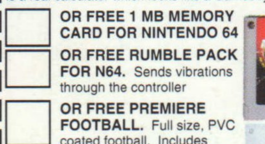
FIFA 98 - RTWC	32.99	-10%*
GRAN TURISMO	39.99	-10%*
GRAND THEFT AUTO	33.99	-10%*
PREMIER MANAGER 98	32.99	-10%*
RESIDENT EVIL 2	40.99	-10%*

SAVE £13
Goldeneye RRP 49.99
42.99 less 10%* = 39.08

Key Dates

July 11	WWF Warzone	N64	43.99	-10%*
July 31	Banjo Kazooie	N64	42.99	-10%*
Sept 4	Mission Impossible	N64	42.99	-10%*
June 30	Mortal Kombat 4	PSX	34.99	-10%*
July 11	WWF Warzone	PSX	33.99	-10%*
July 17	Brian Lara Cricket	PSX	37.99	-10%*

Release dates may be subject to slippage



£4000 OF PRIZES






0% PAY IN 9 MONTHS

10% Deposit, no more to pay for 9 months and no interest, subject to status. You can buy anything from our catalogue or shops this way providing your total purchase is over £200. 0% APR if the balance is paid in full after 9 months or 29.8% APR extended loan. Full details available. Our prices are not increased in order to offer this option.

SPECIAL RESERVE BIG CLUB SHOPS

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
Not far from the M11, just around the corner from the train station
Tel: 01279 600399

CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
Just around the corner from the bus station
Tel: 01245 348777

NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
Tel: 0115 949 1000

MASSIVE SELECTION - LOWEST PRICES
We'll beat any locally advertised price by £2.
All our shops have PC Upgrade and Repair facilities and we sell a range of award-winning PC's from £899.
IT'S EASY TO PARK



UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
2 miles from junction 29 of the M25.
Opposite Somerfield Supermarket
Tel: 01708 225544

EGHAM
168 High Street, Egham, Surrey.
Near Windsor and Staines.
Just 1 mile off junction 13 on the M25
Tel: 01784 473444

BRISTOL
351 Gloucester Road (A38), Bristol.
1 ½ miles from the City Centre and just up from Kwik Save
Tel: 0117 924 5000

GREAT WEB SITE AT **10% off* at http://special.reserve.co.uk** MASSIVE CONTENT

Inevitably some products listed may not yet be available and prices may change. Please phone 01279 600204. SAVE = Saving off full recommended price.
Sent to press 20/05/98 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG

ALL FOR £6.00
SPECIAL RESERVE ANNUAL MEMBERSHIP FEE

It's easy to join, just phone 01279 600204 or send in the order form. There's no obligation to buy anything, you can be any age, and it's only £6.

1. Members receive **10 issues of our colour Club Magazine** per year with over 2,000 products, many at below trade price or under half price. And there are Reviews, Features, Charts, Release Dates, Extra Savings and thousands of pounds worth of great prizes to be won.

2. The incredible ***FREE* Special Reserve Book of 2500 Cheats** (all formats) will be sent to you with your **Family Membership Card** and **F1 Fantasy Game *FREE*** entry form (members only - £4000 worth of prizes).

3. AND choose any one of the ***FREE GIFTS*** below if you buy just one item at the same time as you join. These gifts are worth up to **£40**. You can extend your membership (£5.50) at any time to receive more of them.



That's why over 400,000 people have joined Special Reserve
The Biggest Games Club in the World



Special Reserve 01279 600204
ALL TELEPHONED ORDERS FOR GAMES ARE DESPATCHED PRIORITY BY FIRST CLASS POST
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

(BLOCK CAPITALS please)
Name, Address and Postcode__________

Phone No__________ Machine__________ ENTER MEMBERSHIP NUMBER IF ANY

We only supply members but you can order as you join (from 50p).
There is no obligation to buy anything and you can be any age. N64

£6.00 Annual Membership includes 10 issues of the Club Magazine plus the Special Reserve Book of 2500 Cheats. AND choose a FREE GIFT from below if you buy any item at the same time as you join.

PLEASE ENTER MEMBERSHIP FEE IF APPLICABLE AND PLEASE REMEMBER TO TICK YOUR CHOICE OF GIFT BELOW
ANNUAL MEMBERSHIP £6 (UK), £9 (EC) OR £12 (WORLD)
OR TRIAL MEMBERSHIP 50P (ONE MAGAZINE, ONE ORDER, NO GIFT)

item
item
item
item

Deduct any 10% Mail Order Madness Discount as described above*

Please add 50p per game for UK First Class Post (£2.00 overseas)

ALL PRICES INCLUDE UK 2ND POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE ______ SIGNATURE ______ SWITCH (ISSUE NO____)

Overseas orders must be paid by credit card. Overseas surcharge £2.00 per item
Hardware items (mains or battery) are only supplied to the UK mainland

Immediate cheque clearance
Cheques payable to Special Reserve at PO Box 847, Harlow, CM21 9PH

FREE GIFTS
Please tick your choice of gift when you join for a year (£6) at the same time as buying any one item.
If joining by telephone please ask for your gift at the time.



CHOOSE FREE GOODY BAG INCLUDES MINIBOY, GAMEBOY CALCULATOR AND VIRTUAL PET
Incredibly, all three of these electro gizmos have been bundled as one great gift. Miniboy is a keyring console with 55 variations of 4 classic games. Gameboy calculator is a real calculator which looks like a Gameboy when closed

OR FREE 1 MB MEMORY CARD FOR NINTENDO 64

OR FREE RUMBLE PACK FOR N64. Sends vibrations through the controller

OR FREE PREMIERE FOOTBALL. Full size, PVC coated football. Includes adaptor. Design may vary

OR FREE 1 MB MEMORY CARD FOR PLAYSTATION

OR FREE 24 CAPACITY CD WALLET. Stores CD's in individual compartments

OR FREE COMMANDER 2 JOYPAD FOR PLAYSTATION. With turbofire function.

OR FREE PERSONAL STEREO CASSETTE PLAYER + HEADPHONES

OR FREE ACE VENTURA 2 VHS VIDEO (PG)

OR EIGHT GAMES FREE ON PC CD ROM. Desert Strike, Team Suzuki, Actua Soccer semi-final edition, Lotus 3, Jungle Strike, Toyota Celica GT Rally, Zool 2 & Normality Inc demo. All games 8 FREE

Offers subject to stock availability. Alternative gifts available. Overseas members add £2 postage

N64 MAGAZINE

17 JULY 1998

REVIEWS THIS ISSUE

- GT64
- DUAL HEROES
- BUST-A-MOVE 2
- AERO GAUGE
- BOMBERMAN HERO
- NBA COURTSIDE
- POWER PRO BASEBALL 5

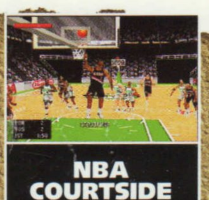
OTHER GREAT STUFF!

- BANJO-KAZOOIE SPECIAL INVESTIGATION
- POCKET MONSTERS STADIUM
- PERFECT DARK – FIRST EVER SHOTS!
- CAPCOM ANNOUNCE FIRST N64 GAMES
- NEW! JET FORCE GEMINI FROM RARE
- FULL E3 SHOW REPORT LIVE FROM ATLANTA
- GAME FOR LIFE: GET A JOB IN THE VIDEO GAMES INDUSTRY
- MORE TIPS THAN ANY OTHER N64 MAGAZINE
- EVERY SINGLE N64 GAME REVIEWED AND RATED
- WIN AN N64 AND THREE GAMES
- SKILL CLUB 64

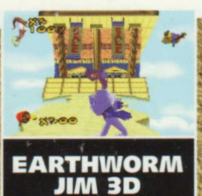
LOOK OUT! Over 50 pages of great new N64 games!

GT64

TUROK 2



NBA COURTSIDE



EARTHWORM JIM 3D



GLOVER



Completely independent Nintendo 64 advice
30 Monmouth Street, Bath, BA1 2BW